

Sean Perkins

Game Designer, Junior Developer, SEO and Link Building Specialist

EXPERIENCE

MDU Resources, Boise ID— *Software Development Intern-GIS*

Sep 2023 -Present Manager: Vlad Terzic, Zach Mostad

In this role created software integrations for ARCGIS Pro, ARCGIS Portal, as well as GIS Database management and reporting. Created React applications for managing and interfacing with GIS Databases and REST Services. Worked with git, Dev-Test-Prod workflow, Docker and other technologies.

Page One Power, Boise ID— *Content and Audience Strategist*

Sept 2018 - June 2023 Manager: [Tim Hand](#), [Danica Laurence](#)

In this role I would ideate and outline linkable content for clients. Creating the backbone of link building campaigns for enterprise scale clients as well as small businesses. Our content strategies were able to regularly improve search rankings, as well as dramatically increase traffic.

EDUCATION

Boise State University, Boise ID— BS, *Games Interactive Media and Mobile Development / Political Science Minor*

Aug 2019- Dec 2025

Multi-disciplinary program focused on cultivating broad experience with the creative process, including courses such as fundamentals of visual design, interactive storytelling, VR/AR app development, game design theory, 3d modeling and animation. As well as courses on various programming and markdown languages HTML, CSS, C#, JS, Node.

EXTRA CURRICULARS

Game Design and Development Club @Boise State —*President & Co-Founder*

Jan 2024-2025

My role in the Design and Development Club has required me to wear several hats. I've researched and presented on various game design topics to club members, I've organized Game Jams as well as begun the process of inviting working designers and developers to present at a conference like presentation.

PROJECTS

Quiet Life VR: Unity/ C#

Using Unity and Oculus' SDK, programmed, modeled, designed sound, and UX, for a VR farming experience. The game featured crop and animal growth/development, a number of different types of animals and crops to raise, vendor systems. Technologies used, Maya, Substance Painter, Audacity, Chuck, Audition, Git.

Uncivilized

Uncivilized is a board game about anti-colonial resistance. Players take on the role of the leaders of "first nations", as their homeland has just been discovered by a colonizing force. The game focuses on exploring the dehumanizing, and inhumane methods upon which colonization relies. Players must work together with the other leaders, and set aside their own personal grievances to repel the invading force.

Analysis of a Swing State: Wisconsin and the 2020 Election

Using US census and election data wrote a report on the ways that various demographic factors might help us to understand swing state politics. A longform analysis of factors such as education, income, candidate fundraising, as well as campaign donations, broken down by county and ethnicity.

SEO Metrics Scraper: Python

Using API integration from tools such as Majestic, MOZ, and Buzzstream as well as the Scrapy module for python, developed a python utility that could quickly provide metric data from MOZ such as Domain Authority and Trust Flow, related sites from majestic, and analyze whether or not sites were already targets in our buzzstream projects. With this tool I was able to increase the speed at which I was able to find and verify high quality targets by around 40 percent.