SEAN KELLY

SENIOR UNITY DEVELOPER

Gameplay & Environment Art

Hello! I'm a Unity and C# developer with over six years of experience on core game development. I build gameplay and procedural systems, create playable environments, and help teams take ideas through prototype and production.

CONTACT

Glasgow, Scotland, UK

divisionatlasdev@gmail.com

Portfolio
divisionatlas.com

GitHub
SeanFrancisKelly

SKILLS

Gameplay
Unity / C#, interaction, player systems, physics, vehicles and save systems.

World & environment
Procedural generation, floating origin, environment creation and asset optimisation.

Production
Debugging, collaboration, and working across production pipelines.

Software
Unity, Blender, Photoshop and FL Studio.

COMMERCIAL EXPERIENCE

TWO FOXES

Senior Developer & Environment Artist

July 2026 - Present | Medieval Fam Sim

- Helped shape the initial prototype for the publisher pitch.
- Developed crop farming gameplay and created environments for gameplay and trailer shots.
- Created gameplay and screenshot capture tools, and assisted with trailer capture.

MINDFLAIR GAMES

Senior Developer

October 2024 - July 2026
The Long Drive North | Excalibur Games

- Worked across gameplay, vehicles, resources, cooking, loot handling, saving and interaction in Unity.
- Developed chunk-based procedural worlds with biome selection, route logic, variation, repetition avoidance and floating-origin handling. Used lazy loading and asset references to support loading performance.
- Implemented network-aware gameplay within Photon Fusion, working with host authority, synchronised state and interactions across connected players.
- Worked on RV electricity, batteries, oil, coolant, damage and decal painting, alongside persistent state for players, chunks, containers and interactive objects.
- Created playable environments; reviewed, adapted and set up art-team assets and environments. Built a freecam for screenshots and trailer recording.
- Created technical documentation and milestone build documentation for the publisher.