

Egan Frelich

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Education

Rochester Institute of Technology (RIT), Rochester NY

Expected May 2025

Bachelor of Science, Game Design and Development

GPA: 3.87

Related Courses: Game Design and Algorithmic Problem Solving II (C#), Rich Media Web App Dev I (HTML, CSS), Data Structures and Algorithms for Games and Simulations II (C++), Game Design and Development II, AI for Game Environments

Skills

Programming Languages: C#, Java, HTML, CSS, JavaScript, Dart

Tools: Visual Studio, Visual Studio Code, Unity, Git, GIMP, Krita, Unreal Engine 4, Flutter, Godot

Other: Working with teams, problem solving, game and level design, drawing

Game Design Experience

Level Designer, [Changeling VR](#)

May 2023 – August 2023

- Collaborated with a large team to develop a VR game in Unreal Engine 4
- Responsible for level layout and prototyped mechanics for one level using blueprints, focusing on allowing players to freely complete various VR gameplay tasks in an open environment.

Projects

[Maybe Even Bun Fast](#) (Personal Project)

January 2024 – December 2024

- Developed a fast-paced 2D action platformer in Godot using GDScript
- Designed short platformer levels and simple enemy behaviors using sketches and in-engine iteration
- Game saves and loads data from JSON files to maintain game progress and settings

[Tower of Lumeth](#) (Academic Group Project)

October 2022 – November 2022

- Worked with a team of 5 to develop a top-down block pushing puzzle game set in the world of Lawrence Watt-Evans' Ethshar novels in 4 weeks.
- Created all non-UI art assets, collaborated on core mechanics, and edited and oversaw all 14 of the game's levels, fully designing several of them.

[Cheese Master](#) (Academic Individual Project)

December 2021

- Designed and developed a top-down adventure game using PIXI JS and Howler in 2 weeks.