

ANDREW BRADBURY

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 <https://github.com/ABradbury823> |  <https://abradbury823.github.io/>

Recent graduate with a strong foundation in object oriented programming languages, including C#, C++, and JavaScript. Experienced with developing interactive software in team environments. Eager learner seeking opportunities to contribute skills and gain valuable experience in a professional setting.

SKILLS:

Programming Languages: C#, C++, JavaScript, Kotlin, Python

Development Tools: Visual Studio, GitHub, Unity, Unreal Engine, Trello, Jira, Microsoft Office

Certificates: Udemy Unreal Engine 4 C++ Certificate (2023)

EXPERIENCE:

Struggled Seas Studios

Gameplay Programmer (check out the tech demo [here](#)) 06/2023 - Present

- Co-founded an indie studio, developing a third-person action-adventure game.
- Transferred existing C# scripts in Unity to C++ and Blueprints in Unreal Engine 5.
- Programmed character gameplay including dynamic movement and animations.
- Collaborated in cross-disciplinary Agile development with weekly team stand-ups.

Rochester Institute of Technology

08/2021 – 05/2023

Teaching Assistant

Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II to assist in classroom proceedings due to excellent classroom performance and organizational skills.
- Facilitated comprehension of .NET Framework C# for over 50 students by providing debugging support and constructive feedback on programming projects.

MAGIC Spell Studios

06/2021 – 05/2022

3D Artist

Rochester, NY

- Accepted twice into RIT's MAGIC Maker Program, for Fall 2021 and Spring 2022.
- Created over 50 stylized models and textures for a Unity survival-horror game.
- Collaborated with mentors from Rockstar Games, implementing monthly feedback to create a polished 30-minute gameplay session.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

08/2019 - 05/2023

Bachelor of Science, Golisano College of Computing and Information Sciences

GPA: 3.9

Falling Hand (play on the website [here](#))

11/2023 – 12/2022

- Built a web application using HTML Canvas, JavaScript, and ml5 Machine Learning.
- Created a falling sand simulator with ES6 classes and utilized the Bulma CSS framework for styling.