

# 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, SQL, Bash

**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.

## **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**

*Related Courses:* Data Structures and Algorithms I & II (C++), Game Development and Algorithmic Problem-Solving I & II (Visual Studio, C#), Intro to Game Web Tech & Rich Media Web App Development (HTML, CSS, JavaScript), Mobile Application Development II (Android Studio, Kotlin)

*Projects:*

*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.