ANDREW BRADBURY

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OBJECTIVE: Recent graduate able to apply skills using object-oriented programming languages. Reliable and eager learner looking to gain valuable experience in a professional setting.

SKILLS:

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

Tools: Visual Studio, GitHub, Unity, Unreal Engine 5, Trello, Jira, Android Studio

EXPERIENCE:

Struggled Seas Studios

Gameplay Programmer (check out the tech demo here)   June 2023 - Present

- Created an indie studio with a colleague aiming to make a third-person action-adventure game
- Transferred existing C# scripts in Unity to C++ and Blueprints in Unreal Engine 5
- Programmed character gameplay including movement and animations
- Collaborated with a cross-disciplinary team through weekly stand-ups and Agile development

Rochester Institute of Technology   August 2021 – May 2023

Teaching Assistant   Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II
- Helped to explain assignment instructions to boost student comprehension of .NET Framework C#
- Debugged and gave feedback on programming projects based on class coding standards

MAGIC Spell Studios   June 2021 – May 2022

3D Artist   Rochester, NY

- Accepted into RIT's MAGIC Maker Program for Fall 2021 and Spring 2022
- Created 3D models for characters, environments, and objects in a Unity survival-horror game
- Utilized Maya and Photoshop to create PS2-era-inspired graphics
- Implemented monthly feedback from Rockstar Games mentors

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY   August 2019 - May 2023

Bachelor of Science, Game Design and Development with Immersion in Japanese   **GPA: 3.9**

Falling Hand (play on the website here)   November – December 2022

- Built a web application combining HTML Canvas elements, JavaScript, and ml5 Machine Learning
- Utilized ES6 classes to build a grid of particles representing a falling sand simulator
- Employed Bulma CSS framework for modern web application styling