

# ANDREW BRADBURY

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

**OBJECTIVE:** Seeking a position to apply my game development and 3D modeling skills. Available immediately.

## **SKILLS:**

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

**Tools:** Visual Studio, GitHub, Maya, Blender, Unity, Adobe Photoshop, GIMP, Unreal Engine 5, Substance Painter, Zbrush, Trello, Jira, Android Studio

## **PROJECTS:**

*Wilderwood*, Personal Project (play on the website [here](#)) January – May 2023

- Worked with a team of student developers to create a 3D collectathon game in Unity
- Created and implemented 3D assets with animations
- Implemented and maintained asset lists, moodboards, and a Trello task management board

*Crystal Towers*, Personal Project (play on itch.io [here](#)) April 13-20 2023

- Awarded first place in all categories in the week-long Bullet Jam game jam
- Worked with a cross-national team of developers to build a 3D platformer in Unreal Engine 5
- Utilized Blueprints and Niagara systems to create functional objects with interesting visuals

## **WORK EXPERIENCE:**

**Rochester Institute of Technology** August 2021 – May 2023

*Teaching Assistant* Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I
- Collaborated with the professor to grade assignments and help students learn C#

**Rochester Institute of Technology** May 2022 – August 2022

*3D Artist* Rochester, NY

- Polished existing models and created 3D assets for an AR mobile game in Unity3D
- Gave weekly standups on progress as part of an Agile workflow

**MAGIC Spell Studios** June 2021 – May 2022

*3D Artist* Rochester, NY

- Accepted into RIT's MAGIC Maker Program for Fall 2021 and Spring 2022
- Collaborated with a team of student developers to create a survival horror game in Unity
- Developed 3D environment assets and engaged in weekly sprints to publish to itch.io by May
- Met with developers from Rockstar Games for feedback and guidance

## **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**