ANDREW BRADBURY

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OBJECTIVE: Recent graduate with a strong foundation in object-oriented programming languages, including C#, C++, and JavaScript. Experienced with team-based projects using Agile methodology and game engines including Unity and Unreal Engine. Eager learner seeking opportunities to contribute skills and gain valuable experience in a professional setting.

SKILLS:

Programming Languages: C# (4 years), C++ (2 years), JavaScript (2 years), Kotlin (<1 year), SQL (<1 year)

Development Tools: Visual Studio, GitHub, Unity, Unreal Engine, Autodesk Maya, Blender, Adobe Photoshop, GIMP, Trello, Jira, Android Studio

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

EXPERIENCE:

Struggled Seas Studios

Gameplay Programmer (check out the tech demo [here](#))   June 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 stand-ups.

Rochester Institute of Technology   August 2021 – May 2023

Teaching Assistant   Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II.
- Facilitated comprehension of .NET Framework C# for over 50 students by providing debugging support and constructive feedback on programming projects.

MAGIC Spell Studios   June 2021 – May 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   August 2019 - May 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.