ANDREW BRADBURY

(585) 705-2364 | amb7316@g.rit.edu | www.linkedin.com/in/andrbrad
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
- Collaborate 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**