ANDREW BRADBURY

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OBJECTIVE: Seeking an entry-level position to apply my skills in C# and C++. Available immediately.

SKILLS:

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

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

WORK EXPERIENCE:

Rochester Institute of Technology   August 2021 – May 2023

Teaching Assistant   Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II (C#)
- Collaborated with the professor to grade assignments and help students learn
- Debugged and gave feedback on coding projects based on class coding standards

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 following 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 meet a May deadline
- Met with developers from Rockstar Games for feedback and guidance

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

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

- Worked with another student to develop a web application combining HTML Canvas elements, JavaScript, and ml5 Machine Learning
- Built ES6 classes to create a grid of particles with differing behaviors
- Employed Bulma CSS framework for modern web application styling

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**