ANDREW BRADBURY

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OBJECTIVE: Recent graduate with a strong foundation in game design and development using 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#, C++, JavaScript, Kotlin

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

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

EXPERIENCE:

Struggled Seas Studios

Gameplay Programmer (check out the tech demo here)   06/2023 - 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   08/2021 – 05/2023

Teaching Assistant   Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II to assist in classroom proceedings due to excellent classroom performance and organizational skills.
- Facilitated comprehension of .NET Framework C# for over 50 students by providing debugging support and constructive feedback on programming projects.

MAGIC Spell Studios   06/2021 – 05/2022

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   08/2019 - 05/2023

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

Wilderwood (play on the website here)   01/23 – 05/2023

- Coordinated with a team to create a 3D collectathon PC/mobile game in Unity.
- Designed and created over 20 3D assets with animations using Maya and Adobe Photoshop.
- Implemented and maintained asset lists, moodboards, and a Trello task management board.