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

PROJECTS:

Wellertree, Academic Project

March 2023 – May 2023

- Worked with another student to develop a daily routine Android Compose application
- Made mockups of the site to plan the user's path through the app
- Handled navigation between screens using Android's Compose Navigation library

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 & 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

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

August 2019 - May 2023

GPA: 3.9

Bachelor of Science, Game Design and Development with Immersion in Japanese