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. Proficient with the art pipeline in Maya and Photoshop. 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)

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

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.