

# ANDREW BRADBURY

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**OBJECTIVE:** Recent graduate able to apply skills using object-oriented programming languages. Reliable and eager learner looking to gain valuable experience in a professional setting.

## SKILLS:

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

**Tools:** Visual Studio, GitHub, Maya, Blender, Unity, Unreal Engine 5, Adobe Photoshop, GIMP, Substance Painter, Zbrush, Trello, Jira, Android Studio

## EXPERIENCE:

### **Struggled Seas Studios**

*Gameplay Programmer* (check out the tech demo [here](#)) June 2023 - Present

- Created an indie studio with a colleague aiming to make a third-person action-adventure game
- Transferred existing C# scripts in Unity to C++ and Blueprints in Unreal Engine 5
- Programmed character gameplay including movement and animations
- Collaborated with a cross-disciplinary team through weekly stand-ups and Agile development

### **Rochester Institute of Technology**

August 2021 – May 2023

*Teaching Assistant*

Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I & II
- Helped to explain assignment instructions to boost student comprehension of .NET Framework C#
- Debugged and gave feedback on programming projects based on class coding standards

### **MAGIC Spell Studios**

June 2021 – May 2022

*3D Artist*

Rochester, NY

- Accepted into RIT's MAGIC Maker Program for Fall 2021 and Spring 2022
- Created 3D models for characters, environments, and objects in a Unity survival-horror game
- Utilized Maya and Photoshop to create PS2-era-inspired graphics
- Implemented monthly feedback from Rockstar Games mentors

## 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**

*Wilderwood* (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 using Maya and Adobe Photoshop
- Implemented and maintained asset lists, moodboards, and a Trello task management board