ANDREW BRADBURY

(585) 705-2364 | amb7316@g.rit.edu | www.linkedin.com/in/andrbrad https://github.com/ABradbury823 | https://abradbury823.github.io/

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

Baseball Breakdown, Personal Project

April 8th - 9th 2023

- Awarded top place in the Tiger Games Game Jam for Creativity and Innovation
- Collaborated with a team of student developers to create a first-person VR Breakout clone
- Developed and implemented 3D and UI assets to provide a visually expressive game experience

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#)
- Collaborate with the professor to grade assignments and help students learn

Rochester Institute of Technology

May 2022 - August 2022

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

3D Artist

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 publish to itch.io by May
- 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