

# 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, Unity, Unreal Engine, Trello, Jira, Android Studio

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

## EXPERIENCE:

### Struggled Seas Studios

*Gameplay Programmer* (check out the tech demo [here](#))

June 2023 - Present

- Co-founded an indie studio 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**

*Falling Hand* (play on the website [here](#))

November – December 2022

- Built a web application combining HTML Canvas elements, JavaScript, and ml5 Machine Learning
- Utilized ES6 classes to build a grid of particles representing a falling sand simulator
- Employed Bulma CSS framework for modern web application styling