

# ANDREW BRADBURY

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<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

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

**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 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

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

**GPA: 3.9**