ANDREW BRADBURY

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OBJECTIVE: Seeking a software development co-op using programming skills in C# and C++. Available from May 2021 – December 2021.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2022

Bachelor of Science, Game Design and Development

GPA: 3.9

Related Courses: Data Structures and Algorithms I & II (C++), Interactive Media Development (Unity), Game Development and Algorithmic Problem-Solving I & II (C#), Game Design and Development I (Game Design), Intro to Game Web Tech (HTML, CSS, JavaScript)

SKILLS:

Programming Languages: C#, C++, JavaScript, Python

Tools: Visual Studio 2019, Git, Adobe Photoshop, Maya, Unity

PROJECTS:

Lucid, Game Jam Project (play the game on itch.io <u>here</u>)

December 11-13 2020

- Created a 2D puzzle platformer in a 48-hour timespan with 2 other student developers
- Briefed team members on the basics of Unity and GitHub version control
- Managed version control between forks, coded movement, and added audio and particle systems

The Great Jake Escape, Academic Project

February 2020 - May 2020

- Coordinated with a team of 4 other students to design, code, and test a 2D run-and-gun
- Used MonoGame through Visual Studio, GitLab for version control, and Windows Forms for an external tool
- Collaborated with a fellow teammate to create an external tool for building levels out of tile and foreground objects

WORK EXPERIENCE:

Hilton High School

July-August 2019

Cleaner Hilton, NY

- Collaborated with co-workers to efficiently clean classrooms for the upcoming school year
- Coordinated with co-workers to handle heavy-lifting tasks when rearranging rooms

Seabreeze Amusement Park

May-August 2018

Games Operator Irondequoit, NY

- Operated various games with a team of co-workers for the entertainment of guests in the park
- Organized the work environment after each game to ensure the space is ready for the next customer
- Handled cash to make change for customers and communicated with management to discretely handle financial issues