

# ANDREW BRADBURY

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<https://people.rit.edu/amb7316/portfolio>

**OBJECTIVE:** Seeking an entry-level position to apply my skills in game design and 3D modeling. Available starting May 2023.

## EDUCATION:

**Rochester Institute of Technology (RIT)**, Rochester, NY

Expected May 2023

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

**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 & II (Game Design), 3D Asset Pipeline for Games (Unreal, Maya, Substance Painter, Zbrush), Level Design, Game Modding, Production Studio (Unity Game Production)

## SKILLS:

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

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

## PROJECTS:

*Personal-Eyes*, Personal Project (play the game on itch.io [here](#))

June 2021 – May 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
- Accepted into RIT's MAGIC Maker Program for Fall 2021 and Spring 2022
- Met with developers from Rockstar Games for feedback and guidance

*Atoll Tale*, Personal Project (play the game on itch.io [here](#))

August – December 2022

- Led a team of student developers to build a 3D puzzle platformer over the course of a semester
- Modeled and textured 3D assets using Maya and created 2D assets using GIMP
- Managed a Trello task management board, scheduled team meetings, and collected playtest feedback

## WORK EXPERIENCE:

**Rochester Institute of Technology**

August 2021 – Present

*Teaching Assistant*

Rochester, NY

- Selected by professor of Game Development & Algorithm Problem Solving I
- Collaborate with the professor to grade assignments and help students learn C#

**Instacart**

May 2021 – July 2022

*Shopper*

Greece, NY

- Worked under fast deadlines to obtain high quality products
- Communicated with customers on a frequent basis to guarantee satisfactory service