

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 immediately.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Graduated 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, Substance Painter, Zbrush), Level Design, Game Modding, Production Studio (Unity Game Production), AI for Game Environments

SKILLS:

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

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

PROJECTS:

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

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

WORK EXPERIENCE:

Rochester Institute of Technology

August 2021 – May 2023

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#

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 as part of an Agile workflow