# **Andrew Moore**

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**OBJECTIVE**: Passionate, active Game Developer, looking for next opportunity in order to further programming knowledge and gain experience.

#### **EDUCATION**

# **Advanced Diploma in Game Development**

2013 - 2016

Algonquin College (AC), Ottawa, ON

Worked on several projects, including "DEATHSTRICT" and "Space Invaders: Redacted"

# **TECHNICAL SKILLS**

- Languages: C#, C, C++, HTML5, CSS3, Javascript, MySQL, Visual Basic
- **Software**: Unity, Unreal, Visual Studio, GIT, Tortoise SVN, Microsoft Office
- **Platform**: Windows
- Other: UI Development, Audio System Development,

## **EXPERIENCE**

#### Freelancer - Alfabits. Ottawa. ON

Oct. 2016 - Present

- Developing websites, graphics, and personal projects
- Develop using Unity, C#, Photoshop, and Visual Studio

# **Mobile Developer** - Telos Entertainment, Charlottetown, PEI

Jun. 2016 – Sept. 2016

- Assembled minigames for Telos' "Spin it Rich' mobile title
- Developed using Unity and C#
- Navigated large, pre-established code base.
- Identified and fixed errors in the code
- Worked with art and sound teams to ensure end quality

# Programmer - Virtual Void Studios, Ottawa, ON

Sep. 2015 - April. 2016

- Developed "DEATHSTRICT" on a team of 8 other students
- Worked using Unity, C#, and Adobe Photoshop
- Wrote and debugged code
- Navigated ever-growing code base
- Worked with team members to keep project focused
- Developed UI, HUD, and Split-Screen Audio System

# **PROJECTS**

**Pip-Pup** Dec. 2016 - Mar. 2016

- Personal project, developed as a gift for a family member
- Mobile, virtual pet game about a snarky, robotic dog
- Developed all in-game assets and code using Unity, C#, and Photoshop

# Space Invaders: Redacted

Jan. 2016 - Feb. 2016

- Personal project, developed as a coding/game feel test
- Shoot-em-up re-imagining of the original Space Invaders arcade game
- Developed all in-game assets and code using Unity, C#, and Photoshop

### **ACTIVITIES AND ACHIEVEMENTS**

Volunteer Ottawa Geek Market

Reference available upon request