

ANDREW MOORE

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www.alfabitsgamedev.com

EXPERIENCE

Jun 2016 - Sept 2016 **Mobile Developer**
Telos Entertainment - Charlottetown, PE

Worked for Telos Entertainment under contract from Zynga. Developed mobile gambling game "Spin-It Rich!" using Unity and C#. Focused on navigating a large, changing code base and determining which code could be used and when new code needed to be added.

Jun 2015 - July 2015 **Intern Programmer**
Ciena - Ottawa ON

Worked on contract as a programmer for two months, during Ciena's digital showcase event. Developed a Hotel Scheduling System using Visual Basic, Microsoft Excel, and MySQL. Was required to learn Visual Basic and MySQL for this job

Sept 2015 - May 2016 **Programmer**
Virtual Void Studios - Ottawa ON

Worked as a programmer for one year on "Deathstrict". Worked primarily in Unity and C# in order to deliver key features such as the split-screen sound system, and key navigation infrastructure. Also worked with Adobe Photoshop in order to develop the player HUD and game's UI system.

CURRENT PROJECTS

Space Invaders: REDACTED
Alfabits - Ottawa ON

A re-imagining of the classic arcade game Space Invaders. Built independently using Unity and C#. Available to play on website.

SKILLS

Languages: C#, C++, HTML5, CSS, Javascript
Visual Basic, MySQL, JQuery
Objective C

Engines: Unity

Other: Navigating large code bases,
GIT experience
efficient at solving problems,
experience with agile/scrum

EDUCATION

Game Development 2013 - 2016
Algonquin College

This three year Ontario College Advanced Diploma program prepares students for careers as Game Developers

Algonquin Honor Society (Dean's List, over 80% average)

VOLUNTEER

Crowd Control Volunteer Oct 2016
Ottawa Geek Market

Event Support Ongoing
Artisetta

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