Andrew Beaulieu

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Projects

Ballroom Banter – Programming Lead   **Available on Android/iOS**
MassDiGI - Worcester, MA   *January 2021 - Present*
Strategic Card Game

- Programmed the primary gameplay loop, creating modular systems that can be scaled to introduce additional cards, opponents, and levels.
- Created over 20 unique cards, using advanced mathematical logic to resolve combinations of multiple effects in a consistent and practical manner.
- Developed a data management system, using game events and singleton scriptable objects, to track player progress across multiple sessions.

Beat the Machine - Programming Lead   **Available on Steam**
Sanguine Studios - Worcester, MA   *June 2019 – July 2020*
Twin-Stick Arcade Shooter

- Designed and implemented core game AI using finite state machines and pathfinding algorithms.
- Directed a team of 4 programmers, tracked bug reports, and held status meetings.
- Worked closely with the design lead and project manager to develop complex game mechanics.
- Gave considerable creative input on the direction of the game, as well as programming expertise to help define the scope of the game.

Legends and Warfare – Gameplay Programmer
Becker College - Worcester, MA   *September 2017 – May 2019*
Massive Online Battle Arena

- Programmed and networked enemy behaviors, including pathfinding, combat prioritization, and animations.
- Implemented player controls, lobby-based match creation, and networked UI components.
- Managed a team of 6 programmers, prioritized and delegated tasks, and worked closely with designers and artists.

Professional Experience

Programming Lead
MassDiGI - Worcester, MA   *January 2021 – Present*

- Developed *Ballroom Banter* from pre-production through release, implemented gameplay systems, designed core mechanics, organized playtesting, and coordinated with other teams.
- Provided technical experience and expertise to multiple teams, working in several different codebases to help improve and standardize engineering architecture.

Skills

- C++
- C#
- Unity

- Unreal
- Java
- Python

Education

Becker College - Worcester, MA   *May 2020*
Bachelor of Arts in Interactive Media Design,
Concentration in Development and Programming
Awards & Recognition: GPA:3.91; 8x Dean's List (2016-2020); Outstanding Senior Programmer Award