

Andrew Beaulieu

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Projects

Beat the Machine - Programming Lead & AI Programming Lead

Becker College - Worcester, MA

Released on Steam

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 - Programming Lead & AI Programming Lead

Becker College - Worcester, MA

September 2017 – May 2019

Massive Online Battle Arena

- Programmed enemy behaviors, including pathfinding, prioritization, and networking.
- 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.

Unannounced Project – Tools Programmer & Database Engineer

American Student Assistance - Worcester, MA

January 2020 - May 2020

Educational Minigame Collection

- Created multiple in-engine frameworks to assist designers in creating, designing, and balancing new minigames.
- Implemented a login and database system using Microsoft Playfab, allowing users to create accounts and save game data.

Professional Experience

Teaching Assistant – Intermediate Game Design

Becker College - Worcester, MA

January 2018 – December 2018

- Assisted students in the classroom to understand advanced programming and design concepts, such as code optimization and scalability, encapsulation, and class inheritance.
- Developed debugging techniques such as test drivers and problem localization to identify and solve issues in students' code.

Skills

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|---------|----------|
| • C++ | • Unreal |
| • C# | • Java |
| • Unity | • Python |

Education

Becker College - Worcester, MA

May 2020

Bachelor of Arts in Interactive Media Design,

Concentration in Development and Programming

Awards & Recognition: GPA: 8x Dean's List (2016-2020); Outstanding Senior Programmer Award

Extracurricular Activity

Varsity Esports, League of Legends - Captain

Becker College - Worcester, MA

October 2017 - December 2019

- Led team in both local and national competitions.
- Coordinated scheduling and travel for the team to practices and matches.