Andrew Beaulieu

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Education

Becker College, Worcester, MA   Anticipated May 2020

Bachelor of Arts in Interactive Media Design,
Concentration in Development and Programming

Awards & Recognition: GPA 3.89/4.0; Dean's List (2016-2019); Alpha Lambda Delta Honor Society; Alpha Chi Honor Society

Skills List

- C++: Advanced
- C#: Advanced
- Java: Intermediate
- Python: Intermediate
- HTML5 & CSS: Advanced
- SQL: Intermediate
- Unity Engine: Advanced
- Unreal Engine: Intermediate
- Microsoft Office: Advanced

Projects

Becker College, Worcester, MA   June 2019 – December 2019

Beat the Machine, Programming Lead & AI Programming Lead

- Directed a team of 4 programmers to complete a wide variety of programming tasks and 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.
- Designed and implemented over 12 different AI enemies including 5 unique boss fights, created a multitude of hazards, power-ups and skills in conjunction with other programmers, and conducted playtesting and quality assurance.

Becker College, Worcester, MA   September 2017 – May 2019

Legends and Warfare, Programming Lead & AI Programming Lead

- Student based game studio consisting of 15 students of varying disciplines.
- Managed a team of 6 programmers, prioritized and delegated tasks, and worked closely with designers and artists to create the game.
- Programmed and networked the movement and combat behaviors of all the non-player enemies, as well as adding in various gameplay mechanics throughout the game.

Professional Experience

Becker College, Worcester, MA   January 2018 – December 2018

Teaching Assistant

- Assisted students in the classroom to understand advanced programming and design concepts.
- Learned advanced troubleshooting techniques to quickly solve and explain problems to students.

Leadership

Becker College, Worcester, MA   October 2017 - December 2019

Captain of Varsity Esports Team

- Coordinated scheduling and travel for practices and matches.
- Appeared publicly on multiple news outlets to promote the varsity team and esports program.