**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