**Andrew Beaulieu**

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**Projects**

**Beat the Machine - Programming Lead & AI Programming Lead Launched July 15** *Becker College - 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 - 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**

* 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: 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.