Andrew Cramer

Cell: (614)-935-4241 – Email: andrew.cramer2002@gmail.com
https://www.linkedin.com/in/andrew-cramer-u97

CAREER FOCUS

Results-oriented professional with the ability to apply critical thinking skills for evaluating situations from different perspectives to find workable resolutions complemented by a positive attitude for turning challenges into opportunities. Works well independently or collaboratively with individuals from diverse backgrounds and at all levels in an organization. I am strongly interested in learning more about the thousands of cool things you can do with a computer, and also creating fun and memorable experiences through the medium of video games and interactive programs.

EDUCATION

SHAWNEE STATE UNIVERSITY, Portsmouth, Ohio

- **Bachelors in Digital Simulation and Gaming Engineering**

Graduation August 2025

PROFESSIONAL EXPERIENCE

JOLLYWARE LLC, Portsmouth, Ohio

Co-Founder, Creative Lead, Gameplay Programmer   **November 2024 to Present**

- Design and prototype the users gameplay experiences to provide fun and memorable moments of engagement
- Utilize C# and Unity to create easy-to-use and robust systems to help aid in the development of the project
- Manage and contribute to business operations for the company

FEDEX GROUND, Grove City, Ohio

Package Handler   **May 2022 to Present**

- Cooperated with others in a fast-paced environment
- Loaded trailers with packages in an efficient and speedy manner

MEIJER, Grove City, Ohio

Cashier   **March 2020 to January 2022**

- Communicated with customers to handle any issues they might have and to provide great customer service
- Operated point-of-sale systems and helped handle transactions of customers goods

CAMPUS PROJECTS

GNOMAD, Portsmouth, Ohio

Senior Capstone Project   **September 2023 to May 2024**

- Worked in a group with two others to design, prototype and implement ideas
- Created a comprehensive game design document to ensure total transparency about our systems and gameplay features.
- Used OOP principles, Design Pattern techniques and focused on modularity to make expandable and maintainable code for game systems.

- Designed and thoroughly tested levels within the game to ensure that our levels were entertaining and engaging.
- Used Agile development to maintain deadlines and milestones
- Learned basic music production in a means to create music for the project

PROJECT DAD BOD, Portsmouth, Ohio

Group Project   **January 2023 to May 2023**

- Created Enemy AI with Unreal's Behavior Trees in blueprints. The AI was not built very well, and because of this, I was able to look back at my downfalls towards the end of my project and understand how to better structure and create systems.
- Learned how to effectively talk and interact with other group members to make sure we are all aligned on the project timeline and design
- Learned the importance of scoping, as this project was terribly over scoped for a single semester project

MEMBERSHIPS AND AFFILIATIONS

- Shawnee State University Hiking Club   **August 2023 to May 2024**
- Rock Climbing   **May 2024 to Present**
- Mound Park Pickleball Club   **August 2023 to May 2024**
- Shawnee State University Math Club   **August 2022 to May 2024**

TECHNOLOGY SKILLS

- C#, C++, C, Python, Unity Engine, Unreal Engine, Godot Engine, HTML, CSS, Microsoft Office Word, PowerPoint, Excel, Microsoft Applications