

Andrew Frost

Video Game Programmer

andrewdylanfrost@gmail.com

andrewfrost.github.io/Portfolio

Education

Bachelor of Science in Computer Science – Computer Game Programming
Texas A&M University – Corpus Christi (TAMU-CC)

GPA: 3.65
Graduated Cum Laude, May 2016

Key Skills

Development Languages - C++, C#, JavaScript, Java, SQL, Perl, F#

Software Experience - Git, Unity, Google Analytics, GIMP Graphics Editor, Excel

Leadership – Officer of the Computer Science Club, Individuals for Free-thought, and Fencing League at TAMU-CC

Work Experience

Self Employed

July 2016 - Present

- Back end game engine development (Deterministic physics and networking, threading, and game systems)
- Independent video game development using custom-built C++ engine
- Website construction

Conrad Blucher Institute - Research Assistant

July 2014 - June 2016

- Develop mobile applications (Android and iPhone)
 - Web programming (JavaScript, HTML, CSS)
 - Website analytics
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Project Experience

Paladin (Video Game Level)

March 2016 – May 2016

- Three-dimensional Medieval Fantasy Combat game written in C#, developed by a team of 2 using Unity
- Implemented AI, Animations, Sound, User Interfaces, Level Layout, and Equipment Systems

Endless (Video Game)

January 2016 – May 2016

- Two-dimensional space ship battle game written in C#, developed by a team of 5 using Unity
- Implemented Weapon Systems, Controls, Action Feedback, and Networking

Rogue Engine (Game Engine)

January 2015 – May 2015

- Game Engine written in C++ and developed by a team of 6 geared towards two-dimensional ‘roguelike’ games
- Implemented Attributes, Inventory, and Equipment systems along with Physics using Box2D
- Assisted with Camera controls, Level generation, and Animation using SDL

Weather on Wheels (Web Application)

September 2014 – June 2016

- Mobile and Web Application that gives localized weather predictions for arrival time along a travel route
- Worked with applying updates to preexisting code and deploying to multiple platforms

Adapt (Game Design)

February 2014 – May 2014

- Game Design project from a group of 3 working with a team of 4 programmers to implement the game
- Features an alien player character that evolves as it kills enemies, taking on their environmental adaptations
- Completed a 30 page document detailing the story, gameplay, environment, and player progression path