# Andrew Kenny

Online Portfolio: andrewkprogrammer.github.io
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## Education

**Advanced Diploma of Game Development**                                    **2018-2019**
**Studied at:** The Academy of Interactive Entertainment (AIE).
Entered the Diploma (first year or advanced diploma) as a mid-year intensive student, then continued to do the second year of the advanced diploma.
**Acquired skills:**

- Fluent with C++ & C# programming languages.
- Proficiency with the Unity engine.
- Writing C++ libraries.
- Understanding and application of vector mathematics.
- Understanding and creation of custom collections (i.e. binary tree, double-linked list, etc.)
- Creation of a physics engine using Fixed-Timestep, Primitive Colliders, and Separating Axis Theorem.
- Understanding and implementation of basic AI and Pathfinding.
- Working as programming lead for a team making the game "Drunks & Dragons" over the span of 5 months.

## Work Experience

**Kitchen hand**                                                            **2015**
KFC
Duties:

- Food Preparation
- Working on the fryer and ensuring safe food handling
- Stacking of shelves with new stock and rotating
- Quality control
- Cleaning of the kitchen area throughout the shift to ensure safety of staff
- Working as part of a team
- Ensuring that cooked food what always at hand to allow for up selling
- Working in a fast pace environment

**Animator/3D modeller**                                                    **2014**
Lightmare Studios
Duties:

- Creating 3d Models and Animations in Blender
- Work Effectively in the screen and media Industry
- Following design process and applying critical thinking techniques
- Preparing Audio assets
- Ensuring that OH&S procedures were met at all times.
- Working within a team environment