Andrew Blanchette

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(925) 322-9463

Skills

Languages/Frameworks: C# - Python - Java - JavaScript - React - NextJS - Git - Bash
Software Knowledge: Jira - Github - VSCode - IntelliJ - Microsoft Office Suite - Unity

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Professional Experience

Gandit Games Partnership CoFounder - *Head of Unity Development*

August 2023 - Current

Cofounder of an independent video game studio with a focus on creating an online turn-based strategy game. My role is the head of Unity development where I lead the design, testing, and iteration of project implementations.

- Implements game engine networking utilizing Unity Netcode RPCs for secure, realtime client-server communications.
- Develops core infrastructure to support the implementation of a wide range of unique game pieces.
- Collaborates with our design team to implement and test our product, creating an intuitive user experience.
- Leads team in implementing UX designs for game menus systems and in-game UI components.
- Establishes the team's Agile software development workflow to align team expectations and encourage coding best practices.

Rule Based Stock Analysis using Technical Indicators - *NextJS WebApp*

January 2022 - May 2022

Codeveloper of a rule-based stock analysis NextJS web application. This application provides users with a sandbox environment to create custom rules based upon market technical indicators. This allows users to attempt to predict patterns and future movements of stocks in a market.

- Implemented dynamic graph using react-financial-charts which allowed users to view their rules trend of 40+ years of historical stock data.
- Utilized Finnhub stock API's RESTful API to connect users with Realtime stock data.

Seattle's Best Floors - *Administration*

July 2022 - August 2023

Coordinated with account managers to facilitate smooth transitions for builders to order, pick, and oversee transfer of materials for houses under construction.

- Facilitated the acquisition and daily delivery of material valued over $100,000.
- Coordinated with account managers on any issues during the acquisition process.
- Performed market research alongside account managers on alternatives to products that have become unavailable or inconvenient for our buyers.

Projects

Conway's Game of Life

Created an implementation of the classic experiment, Conway's game of life.

- Utilized mutex locks to multithread the generation of future iterations of the experiment.
- Written as a memory-safe program in C programming language.

Block-Based Typing Education

Codeveloped a PHP based web game in which players are challenged to solve equations on falling blocks before they hit the floor.

- Implemented math blocks and animations.

Education & Certification

University of Puget Sound

Class of 2022

- Bachelors of Science, Computer Science
- Bachelors of Science, Philosophy

FutureCon 2024

- FutureCon Seattle Cybersecurity Conference