

Andrew Vece Programmer

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Objective: Experienced in a wide array of programming languages and software skills. Seeking a co-op position in software development/game design using HTML, JavaScript, C#, C++, or Python. Available May 2024 - August 2024.

Education

Bachelor of Science, Game Design and Development August 2020 - August 2024
Rochester Institute of Technology at Rochester, New York

- 3.4 GPA
- Honor Roll: Spring Semester 2022, Fall Semester 2023
- Relevant Coursework: Game Development and Algorithm Problem Solving I & II (C#), Data Structure and Algorithm Game and Simulation I & II (C++), Rich Media Web App Development I & II (HTML, CSS, JavaScript)

Key Skills

- **Web Programming Languages: HTML, CSS, JavaScript**
- **Game Programming Languages: C++, C#, Python**
- **Software Skills: 3D Modeling, 3D Texturing, 3D Animation**
- **Tools/Software: Visual Studio 2022, Visual Studio Code, GitHub, Unity, Unreal Engine, Blender, Maya, Perforce**

Academic Projects

Advodiment

January 2023 - May 2023

- Planned, designed, and tested a mini-game collection in a team of four students in Unity (C#)
- Served as the Lead Mini-Game Programmer, coding and testing a majority of the mini-games that the player must beat
- Assisted with quality of life mechanics, such as a smooth transition when starting and ending mini-games

Funky Mungos

August 2023 - December 2023

- Planned, designed, and tested a 3D platformer game in a team of seven students in Unreal Engine (C++)
- Served as the Technical Artist, creating 3D models and animations, as well as texturing and rigging the models (Blender)
- Assisted with game testing and creating the monthly presentations

Ammo and Alchemy

November 2022 - December 2022

- Planned, built, and tested a top-down shooter game in a team of five students in Unity (C#)
- Served as the Level Design Lead, being tasked with creating all the levels for the player to explore
- Managed the GitHub for the project as Version Control Lead
- Assisted team members in programming game mechanics, such as wall collision and movable doors

Professional Experience

Changeling VR (Rochester, New York)

January 2024 - May 2024

Technical Artist

- Brought on as a Technical Artist for a VR game in Unreal Engine (C++)

- Tasked with creating 3D models and textures for the scenery, replacing temporary and store-bought assets (Blender)
- Worked in the Perforce to ensure everybody gets access to new files when they are added

Curved Glass (Derby, Connecticut)

June 2017 - August 2023

Warehouse Worker

- Stored vast amounts of windshields by selecting adequate locations for each type based on size and quantity
- Helped transport large amounts of glass and materials with cooperation from two or more co-workers
- Assisted in the demolition and construction of new windshields
- Swept and cleaned up the warehouse to ensure safety and cleanliness