Andrew Wang

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meateor.itch.io
github.com/Meateoreo/AndrewWangCodes

Education

Bloomfield College   Bloomfield, NJ
Bachelor of Science in Game Programming, Minor in Computer Programming   May 2021
Bachelor of Arts in Game Design   GPA: 3.9

Projects

- *Tower Dungeon*, **Programmer**; Floor Maze Exploration Unity 2D (*Current*)
- *RoboPG*, **Programmer**; Turn-based Collector Unity 2D (Spring 2020)
- *Sew Fluffy*, **Programmer**; Twister Minigame Unity 2D (Winter 2020)
- *Stuffed,* **Programmer;** Action Fighter 2D Unity (Fall 2019)
- *Jazzy Driver,* **Programmer;** Driving 3D Unity (Fall 2019)
- *Ink Jet,* **Programmer;** Endless Swimming 2D Construct 2 (Fall 2019)
- *Bump Bumo*, **Solo**, Wacky Arena Fighter Unity 3D (Spring 2019)
- *Red Room*, **Solo**; Textless Story Construct 2 2D(Spring 2019)
- *Boxes*, **Solo**; Survival Minigame Construct 2 2D (Spring 2019)

Skills

- **Programming Languages**: Java, C#, SQL
- **Software**: Unity, Autodesk Maya, Blender, Microsoft Word, Access, Excel, and PowerPoint
- **Game Design Focus:** Mechanics and UI
- Language: Conversational Mandarin Chinese and Taiwanese

Relevant Courses

- Data Structures (Java), Group Game Project 1 (Unity & Construct 2), Data Visualization (Microsoft Excel, Powerpoint, and Access), Web Programming (HTML & CSS), Database Management (SQL)

Work Experience

iD Tech Online   Campbell, CA
Online Instructor   Summer 2020 to Current
- Instructed students ages 10-18 on 3D Modeling in Maya, Blender, and TinkerCAD, Java coding, and Game Design in Unity over Zoom

iD Tech Camp at Ramapo College   Mahwah, NJ
Instructor   Summer 2019
- Instructed students ages 10-12 on 3D Modeling in Maya and students ages 7-9 on making videos in Adobe Rush
- Supervised and coordinated indoor and outdoor camp activities with coworkers