

Andrew Wang

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Education

Bloomfield College

Bloomfield, NJ

Bachelor of Science in Game Programming, Minor in Computer Programming May 2021

Bachelor of Arts in Game Design GPA: 3.86

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 Bump*, **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

Bloomfield College

Bloomfield, NJ

Tutor

Fall 2019 to Spring 2020

- Teaching Assistant for the Intro to Game Programming class
- Assisted students with Unity, Construct 2 and game design