

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: 3.8

Work Experience

Blizzard Entertainment

Austin, Texas

Game Tester (Contract)

May 2021 to Current

- Tracked, confirmed, and submitted bugs on Jira
- Performed quality and thorough tests to write detailed easy to follow bugs
- Coordinated with co-workers to efficiently run group tests and multiplayer content

Reactive Entertainment

NYC, New York

Game Programming Intern

January to May 2021

- Tested and developed the AI system
- Reviewed databases and data implementation

iD Tech Online

Campbell, CA

Online Instructor

Summer 2020 to Spring 2021

- Instructed students ages 10-18 on 3D Modeling in Maya, Blender, and TinkerCAD, Java coding, and Game Design in Unity over Zoom

Personal Projects

- *Ye Old Castle Tower of Dwarven Treasure*, **Programmer**; Exploration Unity 2D (2020-2021)
- *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, Jira, Testrail, Autodesk Maya, Blender, MySQL, Microsoft Word, Access, Excel, Powerpoint
- **Language**: Conversational Mandarin Chinese and Taiwanese