

# Andrew O'Leary

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## OBJECTIVE

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To obtain an internship that will utilize and build upon knowledge and skills that I have acquired through my studies at Fitchburg State University.

## EDUCATION

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Fitchburg State University Bachelor  
of Science in Game Design  
Champlain College

Expected Graduation Date May 2026  
Overall GPA: 3.13

## ACADEMIC PROFILE

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Advanced Game Workshop  
Advanced Programming  
Object-Oriented Programming

Mobile Game Design  
Virtual Reality Development

Visual Scripting  
Game Programming

## TECHNICAL SKILLS

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Unity, Unreal Engine, C, C++, C#, JavaScript, HTML, Python, Blueprint

## AWARDS AND ACHIEVEMENTS

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Dean's List

2023,2025

## EXPERIENCE

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FedEx Ground Package handler

2019-Present