

Andrew O'Leary

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OBJECTIVE

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

Fitchburg State University Bachelor
of Science in Game Design
Champlain College

Expected Graduation Date May 2026
Overall GPA: 3.13

ACADEMIC PROFILE

Advanced Game Workshop
Advanced Programing
Object-Oriented Programming

Mobile Game Design
Virtual Reality Development

Visual Scripting
Game Programing

TECHNICAL SKILLS

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

AWARDS AND ACHIEVMENTS

Dean's List

2023,2025

EXPERIENCE

FedEx Ground Package handler

2019-Present