Andrew Podrat

Gameplay Programmer

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Highly motivated Game Programmer with an excellent technical skillset. Experienced in programming C++ in Unreal Engine 4, C# in Unity 5, graphic design applications like Illustrator and 3D modeling programs like Blender and 3DS Max. Excellent verbal and written communication skills. Team player, with the ability to work independently. Great at programming gameplay and performing technical and artistic skills for all aspects of game design.

CONTACT

[Contact on LinkedIn for email]	https://www.linkedin.com/in/andrewpodrat/
[Contact on LinkedIn for phone number]	https://andrewpodrat.com/
Wexford, PA 15090	https://github.com/SubliminallySublime

EDUCATION - DEAN'S LIST EVERY TERM

Bachelor of Science | *2018- 2020*
Game Development and Programming
Southern New Hampshire University | Manchester, New Hampshire **|** 66 credit hours **|** GPA: 3.97

Computer Foundation and Programming Basics | *2017-2018*
Slippery Rock University | Slippery Rock, PA | 24 | credit hours | GPA: 4.0

Liberal Arts and Science Studies | *2015-2017*
Community College of Allegheny County | Allegheny County, PA | 48 credit hours | GPA: 3.8

CORE COMPETENCIES

Game Development in Unreal Engine (C++)	Mobile Apps Design & Development
Graphics Game Engine (Unreal Engine, C++)	Data Structures and Algorithms
Software Development with Java	Applied Linear Algebra
Software Development with C# .NET	Website Design
Software Development with C++ .NET	

RELEVANT EXPERIENCE

- ❖ Participated in the Halloween 2020 Pittsburgh Game Jam. Project result available, source on GitHub.
  - ➢ Modeled the main enemy demon, viewable on my portfolio here, created it's transparent material, animations and implemented them with an animation state machine in game.
  - ➢ Utilised Jira and GitHub for smooth workflow.

- ❖ Scheduled to be a **guest lecturer** at Southern New Hampshire University GAM 495 "Game Programming Capstone" for Professor Joseph Whitworth during week 3 of the term. I will be giving a presentation on Unreal Engine 4 entry level Blueprint Networking. Please see the last page for instructor contact information.

- ❖ Designed, programmed and completed **Not Enough Combat**, a Java Minecraft mod.

- ❖ Utilizing *Unreal Engine 4* to create **Ragnaraven**, a cooperative multiplayer game.
  - ➢ Programmed with C++ and Blueprint Visual Scripting.
  - ➢ Art assets created in Blender, Gimp 2 and Inkscape

- ❖ Acted as team leader and co-designer for **Run N' Gunner**, a game developed while attending Southern New Hampshire University. This course was conducted with an Agile workflow.
  - ➢ As project lead, I guided our group to a perfect score in the class with democratic leadership and out of school expertise to offer newer group members help when needed.
  - ➢ Utilized Discord for communication, Bitbucket and SourceTree for project source control.

- ❖ Developed a website, **SeigeStarterIcons.com** that allows players to make intro-level icons for Ubisoft's Tom Clancy's Rainbow Six: Siege.
  - ➢ Used HTML 5, CSS 3, JavaScript, JQuery, PHP and previously Java to create the icon maker.

RELEVANT SKILLS & INDUSTRY KNOWLEDGE

Computer Languages
High Proficiency
- ❖ C++
- ❖ C#
- ❖ Java
- ❖ HTML 5, CSS 3, JavaScript, JQuery
- ❖ XML, JSON

Computer Languages
Also Used
- ❖ Python
- ❖ PHP
- ❖ SQL (MySQL, SQLite)
- ❖ Angular
- ❖ Typescript
- ❖ Kotlin

Programs
High Proficiency
- ❖ Unreal Engine
- ❖ Inkscape
- ❖ GIMP 2
- ❖ Visual Studio, VS Code
- ❖ Android Studio
- ❖ Jetbrains Products
- ❖ Eclipse
- ❖ Git, GitHub Desktop

Programs
Also Used
- ❖ Autodesk Mudbox
- ❖ Autodesk 3DS Max
- ❖ Adobe Creative Cloud
- ❖ Adobe Photoshop
- ❖ Adobe Illustrator

Office Tools
- ❖ Microsoft Office - Word, Exel, Powerpoint, Teams
- ❖ Google Apps - Docs, Spreadsheets, Slides, Hangouts
- ❖ Slack
- ❖ Jira

WEB PORTFOLIO AND SOURCE AVAILABLE

Please visit **andrewpodrat.com** for a full breakdown of the projects above in my hand crafted, non-templated web portfolio, or https://github.com/SubliminallySublime to view all project source files directly.

For information on my guest lecture, please contact Joseph Whitworth at Southern New Hampshire University:
Joseph Whitworth
315-416-9635
joseph.whitworth@snhu.edu