

Andrew R. Burrell

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Work Experience

Aspyr Media

Associate II Software Engineer

Austin, TX (Remote)

December 2022 – Present

- Developing video game ports of existing games as a generalist programmer working on a variety of tasks, like online multiplayer bug fixes, platform-specific certification issues, and the implementation of entirely new features.
- Regularly learn large existing codebases quickly in order to write clean, well-integrated code.
- Shipped several ports, including *Humankind*, *Heads Up! Phones Down Edition*, *Jedi Power Battles*, and more TBA.

Cuppa Games

Co-founder, Software and Game Developer

Oak Park, MI

July 2020 – Present

- Designing and programming Chromaticasters, an online co-op roguelike using Unity and Photon Bolt.
- Architected several core game systems with a focus on both development speed and code quality, all within a networked multiplayer context.
- Utilize client-prediction techniques for player movement and collision so the gameplay feels as smooth as possible.
- Incorporate player feedback by conducting regular playtests and intently listening to their statements.
- Showcased the game at many conventions to great success, including Galaxycon which has upwards of 40000 attendees.

Arriver

UI/UX Software Developer

Novi, MI

April 2019 – November 2022

- Led the development of an in-vehicle touchscreen application for testing, monitoring, and demoing autonomous vehicle software using Unity (C#) and Qt (C++).
- Drove improvements to our codebase's quality by leading major refactoring efforts, adding unit test frameworks to legacy code, and developing CI/CD pipelines.
- Integrated HMI into a full driving simulator at Ohio State University, used to conduct experiments testing the effectiveness of our driver engagement strategies.

Kyungeki Workshop

Game Developer

Ann Arbor, MI

August 2017 – January 2019

- Collaborated with crowdfunded artists and developers to make video games using Ren'Py and Unity.
- Provided monthly builds to our clients and encouraged open lines of communication to ensure everyone involved was happy and well informed with the direction of the project.

Inter-university Consortium for Political and Social Research (ICPSR)

Software Development Intern – R&D

Ann Arbor, MI

June 2018 – September 2018

- Independently developed a React Native mobile app that let faculty login to their systems by scanning a QR code.

Project Experience

Autonomous Go-Kart Project

January 2018 – April 2018

- Built a prototype for a fully autonomous electric go-kart with a multidisciplinary group of student engineers.

“Tentacle Turmoil” Video Game Project

January 2017 – April 2017

- Developed a co-op game in Unity where each player controls a single tentacle of a giant, clumsy sea monster.

Education

University of Michigan

Bachelor of Science in Computer Science

Bachelor of Science in Mechanical Engineering

Ann Arbor, MI

December 2018

Skills

Programming: C#, C++, C, Python, JavaScript, HTML/CSS

Software / Other: Unity, Git, Perforce, Qt, React, Ren'Py, Agile