

# Andrew Foster

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## Education:

- B.A. Immersive Media, Chatham University August 2023 – Estimated April 2026
- Associate's degree in Game Design and Development, Frederick Community College August 2021 – April 2023

## Relevant Work Experience:

- Design and Fabrication Assistant, Tin Drum August 2023 – December 2023
  - Worked on a small team to design and prototype a headset cradle that could safely transport hundreds of Magic Leap 2 AR headsets
  - Primarily worked as the designer of the team, creating several 3D models to make sure the headsets were both secure and easy to access
  - Learned to communicate efficiently with group members and project leads as well as how to pitch our final design

## Projects:

- Trap Master November 2024, 4 weeks
  - Worked with a team of 4 to design and develop a 2-player game that utilized both computer interface as well as physical Arduino input
  - Primarily worked as the environment and trap designer, producing assets for the digital and real-world spaces
- Rat God March 2025 - April 2025, 5 weeks
  - A single player VR horror game where the player must explore a dim sewer with nothing but a lighter in search of the rat god sigil
  - Worked with a group of 5 to create the game. Each person had their own role that mimicked a indie team's lineup
  - Learned how to successfully host playtests and iterate based on outside feedback

## Skills:

- 3D Modeling with Blender3D
- 3D Animation with Blender 3D
- VR Game Development and Design with Unity
- C# Programming
- Immersive interaction development with TouchDesigner
- Team Collaboration through GitHub
- Adobe Photoshop and Premiere experience