Andrew Bondurant – Game Designer

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Portfolio: https://thegrim159.github.io/

Education

Georgia Institute of Technology, Atlanta, GA   Grad: December 2021
- Graduated with Bachelor of Science in Computer Science and a Minor in History

Full Sail University, Winter Park, FL   Grad: April 2023
- Graduated Salutatorian with a Master of Science In Video Game Design

Projects

Melee Mayham (Unreal 4) – Developer   February 2023 - April 2023
3rd Person Arena Fighter
- Created Local Multiplayer and Spawn System
- Set up hit detection and lock-on systems
- Implemented knockdown, execution and parry systems
- Made the options menu and the save system

Threads of Fate (Unreal 5) – System Designer/ Dev   Jan. 2023 - February 2023
1st Person Shooter RPG (Class Project)
- Designed and implemented Experience System
- Created the Weapon and Weapon Swap System
- Designed and implemented the UI and the Save System
- Helped work on most of the other systems getting them to work together

Legend of Nazera: War (Unreal 5) - Character/System Designer and Dev   Sept. 2022 - January 2023
3rd Person Stealth Action-Adventure
- Designed and implemented 3 playable characters
- Created the Dialogue System and the Save System
- Helped work on balancing the different playable characters
- Created and implemented most of the Visual Effects in gameplay

ReDeSync (Unity) - Developer   July 2022 - October 2022
3rd Person Stealth Action-Adventure
- Designed and implemented the save system
- Worked in the enemy AI for patrolling and different enemy types

Agent Gunne (Unity) - Developer   March 2021 - April 2021
3rd Person BeatEmUP (School Project)
- Coded the collectable script
- Created the death and respawn mechanics
- Made the scripts for the checkpoints/rest areas
- Created the mouse sensitivity script

Experience

Internship at Zygobot Studios, Winter Park, FL   July 2022 - April 2023
- Worked on Multiple Games as a Developer and as a Designer

Skills

Programing: Java, Python, C#, C++, Visual Scripting and JavaScript
Concepts: Object-oriented programming, Data structures, Computer organization & programming, Linear algebra, Multivariable Calculus, Statistics, and Combinatorics
Software: Unity, GitHub, Trello, Unreal Engine, Jira
Clubs: VGDev (Georgia Tech Game Development Club)   Aug. 2018 - December 2021