

Andrew Bondurant

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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

May 2022 - May 2023

- Currently obtaining a Master's degree in Game Design

Projects

Paravoid (Unity)

Sept. 2021 - November 2021

3rd Person 3d Platformer

- Collaborated with a group of 22 people
- I coded the respawn and death mechanics
- I created checkpoints script and linked it to the save script

Agent Gunne (Unity)

March 2021 - April 2021

3rd Person BeatEmUP (School Project)

- Collaborated with a group of 5 people
- I created the collectable script
- I created the death and respawn mechanics
- I made the scripts for the checkpoints/rest areas
- Created the mouse sensitivity script

Overheat (Unreal Engine)

August 2020 - November 2020

3rd Person Action game

- Collaborated with a group of 13 people
- Created the Back Special attack
- Created Move List and End Credits UI

Senpai, Me, and the Chocolate (Unity)

January 2020 - April 2020

2d action stealth game

- Collaborated with a group of 6 people
- Coded all movement mechanics and helped with enemy hearing mechanic
- Coded distraction and roll mechanics
- Coded Camera Tracking

Experience

Internship at Aptar CSP Technologies Inc, Auburn, AL

May 2021 - August 2021

- Created a training program for new hires to fit the needs of Aptar CSP, Auburn.
- Worked with the VP of CSP to present the training program to Department heads and managerial staff and the President of CSP, Auburn.
- Researched, ordered, and set up 25 tablets with the training program and other programs needed to acclimate new hires to their respective positions within the company

Internship at CNI Consultants, Columbus, GA

June 2019 - August 2019

- Observed specialists remote into computers and setup and repair networks
- Reset computers and installed all the programs the clients needed to have a functioning workstation

Skills

Programming: Java, Python, Basic C#, Basic C++, and Basic JavaScript

Concepts: Object-oriented programming, Data structures, Computer organization & programming, Linear algebra, Multivariable Calculus, Statistics, and Combinatorics

Software: Unity, GitHub, Trello, Unreal Engine

Clubs: VGDev (Georgia Tech Game Development Club)

August 2018 – December 2021