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

Legend of Nazera: War (Unreal)   Sept. 2022 - January 2023
3rd Person Stealth Action-Adventure
- Worked with a team of 13 people
- I designed and implemented 3 playable characters
- I 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)   July 2022 - October 2022
3rd Person Stealth Action-Adventure
- Worked with a team of 8 people
- I designed and implemented the save system
- I worked in the enemy AI for patrolling and different enemy types

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

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 Zygobot Studios, Winter Park, FL   July 2022 - Current
- Worked on Multiple Games as a Developer and as a Designer

Skills

Programing: Java, Python, C#, C++, 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)   August 2018 – December 2021