

Andrew Bondurant – Game Designer

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LinkedIn: <https://www.linkedin.com/in/andrew-bondurant-776b99150/>

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

1st Person Shooter RPG (Class Project)

- 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 Zygotbot 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)

August 2018 – December

2021