# 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

**Threads of Fate (Unreal) – System Designer/ Dev**                    January 2023 - February 2023
*1st Person Shooter RPG (Class Project)*
- Designed and implemented Experience System
- I created the Weapon and Weapon Swap System
- I designed and implemented the UI and the Save System
- I helped work on most of the other systems getting them to work together

**Legend of Nazera: War (Unreal) - Character/System Designer and Dev**                    Sept. 2022 - January 2023
*3rd Person Stealth Action-Adventure*
- 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) - Developer**                    July 2022 - October 2022
*3rd Person Stealth Action-Adventure*
- I designed and implemented the save system
- I worked in the enemy AI for patrolling and different enemy types

**Paravoid (Unity) - Developer**                    Sept. 2021 - November 2021
*3rd Person 3d Platformer*
- I coded the respawn and death mechanics
- I created checkpoints script and linked it to the save script

**Agent Gunne (Unity) - Developer**                    March 2021 - April 2021
*3rd Person BeatEmUP (School Project)*
- 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

## 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++, 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