Andrew Cambridge

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Objective

Seeking a co-op or internship in software engineering utilizing strong C# or C++ skills.
Available May 2020 to August 2020

Education

Rochester Institute of Technology(RIT), Rochester, NY   Expected May 2022
Bachelor Of Science, Game Design and Development   **GPA: 3.84**
Dean's List: Fall 2018 & Spring 2019
Related Courses: Interactive Media Development (C#), Introduction to
Web Technology for Game Developers (HTML, CSS)

Skills

Programming Language: C#, C++, HTML, JavaScript, CSS, PHP
Tools: Unity, Visual Studio 2019, Maya, Photoshop CC, Adobe Illustrator

Projects

GameJam Game, Personal   October 12-14 2019
- Created Unity game with 3 other team members in 3 days
- Short, story driven hack and slash
- Served as one of the two programmers. Team also had an
  artist and a musician

MonoGame Game, Academic   February 2019 to May 2019
- Created game in C# with 3 other team members
- Developed a multiplayer game inspired by Overcooked
- Served as project manager and programmer. Project had two artists

Work Experience

Maggiano's Little Italy   July 2019 to August 2019
Utility Worker   Dallas, TX
- Washed dishes
- Maintained workspace cleanliness

Cedar Valley College   June 2018 to August 2018
Graphic Designer   Lancaster, TX
- Created logos for the college's summer camp using
  Adobe Illustrator and Photoshop

Activities

Kendo   August 2018 to Present
Treasurer   Rochester, NY
- Manage club funds
- Help instruct during practice

Game Dev Club   August 2018 to Present
Member   Rochester, NY
- Participate in game jams
- Present and discuss personal projects