

Andrew Abotomey

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PERSONAL SKILLS

I have a friendly and approachable manner. I am organised, trustworthy, reliable and a team player. I have attention to detail and I am a quick learner.

I am a well-presented, individual who is very keen on a career in the video game industry. I believe myself to be a valuable resource to any company that I work for. Right now, I am looking for an entry level position with a game development company.

KEY COMPETENCIES

- Able to handle responsibility and pressure.
- High literacy and numeracy skills.
- A deep understanding of the game paradigm as well as the several systems that make up a game such as AI, physics, graphics, etc...

SKILLS

- 5 years of programming experience in C/C++, C#, Java, through university and high school (Yr. 12).
 - Projects such as the implementation of the Nurse Rostering problem in Java.
- Currently learning Scheme.
- Currently learning about PlayStation Mobile as a development platform for personal projects.
- Proficient in using the Unity Game Engine.
- Proficient in 3D Modelling and the use of 3D Modelling packages
 - Such as 3D Studio Max
- Proficient with most programs in the Adobe Creative Suite.
 - In particular, Photoshop and After Effects.
- Dedicated Gaming Enthusiast.
- Quick learner

EDUCATION

Bachelor of Information Technology / Bachelor of Multimedia 2014
Majors: Interactive Entertainment and Game Programming and
Computing and Intelligent Systems.
Griffith University, Gold Coast Campus

Year 12 Senior Certificate 2010
Merrimac State High School

REFEREES

Daniel Ricardo
IT Teacher
Merrimac State High School
0414 821 516

Emma Higgins
Senior Employment Consultant
NORTEC Employment and Training
07 5596 1566