

Andrew Dillon

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OBJECTIVE

To obtain a cooperative education position as a programmer in game design and development during the Summer of 2018

EDUCATION

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, expected to graduate May 2018

SKILLS

Proficient in: C#, Javascript, C++, HTML/CSS, Java, Unreal Blueprint

Familiar and experienced with Photoshop, Unity, Unreal Engine, Excel

PROJECTS

Don't Spend Time on It - Fall 2017

- Award Winning Game
- 2D Artist and designer

Quintessence - Fall and Spring Semester of 2016

- UI/UX designer and artist
- Designed UI/UX layouts for an RPG battle system and for a Card Game System focused on conversations and character interactions.

A Perfect Year - Summer of 2016

- Level Designer and Developer,
- Created Scripts for making a more interesting and interactive walking experience

EXPERIENCE

Hypostatic Studios

- With fellow classmates, operated our own studio for the summer of 2016
- Ran a crowdfunding campaign to pay for art assets

Country Inn and Suites, Hampton, and Staybridge Suites, West Seneca NY

- Worked as a manual labor at hotel construction lot moving furniture during the summer of 2012
- Worked as a hotel Houseman, serving guests with a friendly smile and helping them with anything they needed during the summer of 2014, 2015, and 2017 and during the winter of 2015