

# Andrew Straus

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## EDUCATION

### Bachelor of Science in Computer Science and Game Development

Northeastern University, Khoury College of Computer Sciences - *Graduated May 2022*

Honors: *Cum Laude*

- Related Courses: Fundamentals of Software Engineering, Computer Networks, Computer Systems, Computer Graphics, Object Oriented Design, Algorithms and Data, Game Engine Programming, Game AI Programming, Game Programming, Programming in C++
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## KNOWLEDGE

- Languages: C++ | C# | Rust | C | Python | Java | HTML | CSS | Typescript | ReactJs
  - Frameworks: GIT | Perforce | SDL 2.0 | OpenGL 3.3
  - Applications: Unity | Unreal Engine | VIM | Visual Studio Code
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## PROJECT EXPERIENCE

### Covey.Town Private Messaging (*Programmer*)

February - April 2022

- Designed and implemented a private chat messaging feature in the open source application Covey.Town
- Tech stack: Express and Typescript backend with React and Typescript frontend using PhaserJS and Twilio libraries for 2D game interface and video calls respectively
- Team used an AGILE-like structure with weekly scrum meetings

### Project Rover (*Programmer, Designer, and Artist*)

September 2021 - April 2022

- An atmospheric exploration game built in the Unreal 4 engine with Blueprints and C++
- Worked in a 3-person team, weekly progress meetings, Trello for task management
- Took initial ideas from concept to finished product using an iterative design process

### Procedural Planet Renderer

December 2021

- Designed and developed a 3D procedural planet renderer app in C++, OpenGL 3.3 and SDL for Computer Graphics course
- Generates unique planets with 3D perlin noise function. Custom GLSL shader dynamically shades planets

### Katty's Quest (*Programmer, Designer, and Artist*)

May 2020 - December 2021

- Fully explorable island with multiple characters to talk to. Multiple quest lines and side characters
  - Designed and produced all assets in game (programming, modeling, GUI, audio, level design)
  - Built in Unity Engine with C#, Yarnspinner and Yarn for Dialogue scripts
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## WORK EXPERIENCE

### KUNGFU.AI, Austin, TX

June 2021 - August 2021

### Software Development Intern

- Created two binary classification demonstrations using XGBoost and Google AutoML Tables
- Worked with a medium sized team to complete and host demos as Google Cloud Endpoints application

*References and code samples available upon request*