

Andrew Feagley

Game Design and Programming

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EDUCATION

Columbia College Chicago — *Major: Game Design, Minor: Programming*

Sept. 2015 - June 2020

I attended CCC for four and a half years. I earned my Bachelor's Degree in Game Design and Programming.

PROJECTS

BroomBash — *Senior Year, First Semester Project*

I worked as a Designer on the project. I designed the level and the gameplay loop.

African Skies — *Senior Year, Final Semester Project*

I worked as a programmer on this project. I programmed the player and enemy movement as well as the combat system.

SKILLS

C#

C++

Unity

Blender

Unreal

Godot

Visual Studio