AC/>M

Andrew Charles Parker McWatters
Developer, Designer
me@andrewmcwatters.com
(602) 291-9787

About
I am a full-stack developer who writes clear and concise, high-performance software and crafts pixel-perfect design.

I go to lengths most people would not to achieve end results comparable to world-class products. My goal is to acquire knowledge and mastery in various disciplines to produce work entire development studios do.

Languages
HTML, CSS, JavaScript, Lua, C, C++, PHP, Java, C#, SQL, XML, YAML

Libraries & Frameworks
Express.js, Angular.js, Node.js, jQuery, Zepto, Bootstrap, Sass, Less, script.aculo.us, LÖVE, Lanes, LuaSocket, ENet, SDL, Slim, .NET Framework, and various others.

Databases
Microsoft SQL Server, MySQL, SQLite, MongoDB

CMS
WordPress

Revision Control
Subversion, Git

IDEs
Notepad++, Visual Studio, Eclipse, Sublime Text

Operating Systems & Distros
Windows, Mac, Linux (Ubuntu, Debian)

Raster Graphics Editor
Photoshop

I have developed and designed games, logos, websites, desktop software, and user interfaces. Here are some of the things I am most proud of and what I have done during each project.

Games
Vertex Adventure
2D MMORPG
Author
2013 – Present
GUI programming, UI/UX design, shader programming (GLSL), real-time massively-multiplayer network architecture, REST API design, logo design, level design, cross-platform development

Half-Life 2: Sandbox
First-person physics sandbox
Author
2009 – 2013
Lua scripting language integration in C and C++, addon API design

Reverse Engineering
Steam Web Lua API
Author
2012
Lead efforts with developers internationally to reverse engineer Valve Corporation's web API that powers their Steam Mobile software weeks before it was publicly released

Companies
NPL
Construction Company
Software Developer (March 2014 – November 2014)
Dramatically improved rendering and execution performance for mobile software, redesigned mobile interfaces for ease of use

Here are some companies I have helped get off the ground during their initial start up phase or helped start.

Skillz
Online Multiplayer Competition Platform
Contractor (June 2012 – August 2012)
Wrote initial betting software for startup to integrate with Counter-Strike: Source

Brohoster (Dissolved)
Game Server Provider
Lead System Administrator (May 2010 – August 2011)
Set up network infrastructure across United States and Germany