



**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, LOVE, 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 & Distro

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 - Present)*

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