

Greg Andersson

Game Developer (Unity/C#)

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SUMMARY

I am a passionate game developer specializing in Unity and C#, with a focus on systems design and gameplay mechanics. Drawing from a competitive background as a top player in Poker and World of Warcraft, I bring a unique combination of analytical thinking, creative problem-solving, and adaptability to my work as a developer. Since transitioning to game development, I have built scalable, robust systems and created engaging player experiences for projects such as 'Orbit Oasis' (see portfolio website), with each project demonstrating increased complexity and technical growth.

EXPERIENCE

Game Developer (Unity/C#)

Feb 2022 – Current

- Self-taught game developer: learning through hands-on, deadline-driven projects and independent exploration, demonstrating the ability to work autonomously and adapt to new challenges.
- Designing and developing systems with an emphasis on object-oriented programming principles, focusing on reusable code, maintainability, and adherence to best coding practices.
- Engineering sophisticated gameplay mechanics, including *Orbit Oasis*' building system and customizable environment, with attention to detail in their implementation.
- Consistently seeking feedback from online communities to improve projects and refine skills.
- Broadening technical knowledge by exploring complimentary skills such as AI and blockchain development.

Professional Online Poker Player

Jan 2015 – Sep 2023

- Established myself as one of the top players in Pennsylvania through data-driven decision-making, effective risk management, adaptation to industry trends, and commitment to continuous learning and improvement.

Professional World of Warcraft Player

Jan 2013 – Dec 2014

- Peaked as the #1 Rogue in North America by collaborating effectively with team members and developing unique gameplay strategies that relied on strong coordination and trust.

EDUCATION

The Tech Academy

Feb 2023 – Jun 2023

Game Development Bootcamp

ChainShot Bootcamp

Mar 2022 – Jul 2022

Blockchain Development Bootcamp

Community College of Baltimore County, Essex

Sep 2011 – Dec 2012

Associate of Arts, General Studies

SKILLS

Unity Game Engine	OOP	Networking	Communication Skills
C# Programming	UI/UX	Visual Studio/.NET	Time Management
Gameplay Engineering	Game Audio Programming	ChatGPT/LLM Integration	Analytical Thinking
Systems Design	Game Physics Integration	Google Cloud/AWS	Detail-Oriented
Debugging	Animation Systems	Python	Adaptability
Performance Optimization	Mobile Development	JavaScript	Leadership and Teamwork
Git and Version Control	Procedural Generation	Blockchain Development	Continuous Learning