Andrew Bouchonville

Unity 3D Developer

Norfolk, VA - Email me on Indeed: indeed.com/r/Andrew-Bouchonville/ddc2dbff7d00b5ba

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer/Lead Programmer

MYMIC Simulations   -   Portsmouth, VA - November 2015 to Present

- Create and update Unity 3D projects
- Build custom mobile applications (Android / iOS)
- Create custom AR training for mobile devices
- Create custom VR training using the Oculus Rift
- Create and modify websites

Construction

R.M.A Group   -   Virginia Beach, VA - September 2010 to November 2015

- Demolition, framing, electrical, trim work

Graphic Designer

Dominion Enterprises   -   Norfolk, VA - May 2007 to September 2010

- Designed new magazine ads using Quark
- Revised existing ads using Quark
- Modified artwork using Photoshop

Construction

R.M.A Group   -   Virginia Beach, VA - September 2005 to August 2007

Computer Technician

Virgil Computers   -   Virginia Beach, VA - October 2003 to September 2005

- Repaired laptop and desktop computers
- Provided customer service – in person and over the phone
- Took inventory and returned damaged products

EDUCATION

Bachelors in Game and Simulation Programming

Devry University   -   Chesapeake, VA
September 2010 to June 2012

Associate in Web Design

ECPI College of Technology   -   Virginia Beach, VA
September 2005 to May 2007

SKILLS

UNITY 3D (3 years), ANDROID (2 years), IOS (2 years), HTML 5 (4 years), CSS3 (4 years), PHP (3 years), C# (3 years), SQL (3 years), Photoshop (4 years), Captivate (1 year), Articulate Storyline (1 year), FaceFX (1 year), Autodesk Maya (1 year), JQuery (3 years)

LINKS

http://www.BouchCreations.com

CERTIFICATIONS/LICENSES

A+ Certification
November 2002 to Present

Federal Communication Commission (FCC) Radiotelephone License
April 2001 to Present

ADDITIONAL INFORMATION

• Android Development with Unity
• Android app publication
• iOS Development with Unity
• iOS publication with xcode
• Oculus Rift development using Unity 3D