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Published

Portfolio Website

Andrew Godfroy, 2015

HTML, CSS, JavaScript

<http://andrew.killerrin.com>

Anitro

Killerrin Studios, Dec 2013

C#, XAML

Windows 10, 8.1, Windows Phone 8.1

<http://killerrin.com/apps/1-anitro>

- 4.5 Stars

- 100 Active Users

Anitro for the Universal Windows Platform is an Anime management and social application which utilizes the Hummingbird.me service and allows users to View and Manage their entire profile.

Projects

Empires of the IV

Jan-May 2015

C#, MonoGame

Windows Phone 8.1, Windows 8.1

<http://killerrin.com/portfolio/16-empires-of-the-iv-capstone>

Empires of the IV is a 3D Cross Platform, Multiplayer RTS for Windows 8 and Windows Phone. This project was made in 4 months as part of a capstone and was written in C# with MonoGame. The game utilizes my own game engine and cross platform framework.

Retaliation of Hope

Apr-May 2014

C#, Unity

Windows Desktop, Windows Phone 8.1

<http://killerrin.com/portfolio/15-retaliation-of-hope>

Retaliation of Hope is a Space Shooter made with C# in Unity. Fly through space as a Unanian Fighter while you take out alien spacecraft. Played on Phone and Tablet as a Twin-stick shooter and on PC with a Mouse.

Bob Lob the Blob

Jan-May 2013, Lead Programmer

C#, XNA

Windows Desktop

<http://killerrin.com/portfolio/13-bob-lob-the-blob>

Bob Lob the Blob is a Physics-based Sidescrolling Platformer made in C# with XNA. My role included managing other team members, the building out of level systems such as loading and gameplay in addition to other general systems such as inventory, menus and credits management.

Mars Life

Jan-May 2013

C#, XNA

Windows Desktop

<http://killerrin.com/portfolio/12-mars-life>

Mars Life is a 2D Roleplaying Game made in C# with XNA which supports levels made in the Tiled Map Editor. Maps can transition between levels and players can communicate with NPCs which will move based on preset commands. The game has the ability to be saved to both local storage or a database. A basic cutscene system is also implemented.

ManaCraft (Client)

Humber College - Client Lead, Jan-May 2014

C++, SDL

Windows Desktop

<http://killerrin.com/portfolio/14-gui-system-sdl>

- Managed and assigned tasks to my team consisting of 8 individuals
- Participated in weekly scrum meetings with the other project leads in addition to other members of my team
- Developed the GUI system which was used by my team to easily make the Menus and UI for the project

Sept 2012 - May 2015

Advanced Diploma, Game Programming
Humber College North

Academic
Experience

Education

Professional Skills

Programming Languages

Proficient

C#

C/C++

Experienced

Java

HTML/CSS

JavaScript

XAML

Familiar With

Python

PHP

Mobile

Android

Experienced

iOS

Familiar With

Windows Phone

Proficient

Engines

Unity3D

Experienced

Frameworks

OpenGL

Experienced

DirectX

Familiar With

MonoGame

Experienced

WPF

Experienced

About Me

Interests

Science Fiction

Space

New Technology