Andrii Pylypiv

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Education

B. S., Games, Interactive Media, & Mobile
Technology (Excepted summer 2027) *Boise State*

Projects

Game Jam Development: Peaceful Potions (January 2025)

Boise State University, Boise , ID

- Collaborated with a team of 3 other students to develop a 3rd person potion shop simulator within a 48-hour game jam.
- Designed and implemented core gameplay mechanics, including potion crafting, ingredient management, and customer interactions using Unity and C#.
- Workin on this project …

Game Development: Shrodunnit (January 2024 - May 2024)

Boise State University, Boise , ID

- Collaborated with a team of other students to create an interactive visual novel inspired by Schrödinger's Cat experiment, blending quantum mechanics concepts with engaging storytelling.
- Developed branching narrative structures using Unity's Ink integration.
- Implemented core game mechanics: dialogue systems, scene transitions, and character animations using C# and Unity's UI system.
- Managed source control and project coordination using GitHub.

Game Development (August 2023 - November 2023)

Boise State University, Boise , ID

- Designed and developed a simple 2D platformer as an introduction to Unity and C#.
- Implemented player movement, jumping mechanics, and collision detection using Unity's Rigidbody2D and BoxCollider2D components.
- Created interactive game elements: platforms, enemies, and collectibles.
- Developed a basic user interface (UI) including a main menu and score tracking system.