

# Andrew Qin

Los Angeles, CA | (908) 962-3266 | [andrewqi@usc.edu](mailto:andrewqi@usc.edu) | [linkedin.com/in/Andy](https://www.linkedin.com/in/Andy) | [github.com/Andy](https://github.com/Andy) | [qin-andrew123.com](https://qin-andrew123.com)

## Education

---

### University of Southern California, Los Angeles, CA M.S. of Computer Science, Game Development

Aug 2023 - May 2025

- Relevant Coursework: Analysis of Algorithms, Intermediate Game Design, 3-D Graphics and Rendering, Introduction to Game Design, Game Programming in C++

### Washington University in St. Louis, St. Louis, MO B.A. in Biology & Minor in Computer Science

Aug 2019 - May 2023

- Relevant Coursework: Data Structures and Algorithms, Introduction to Systems Software, Object-Oriented Software Development Laboratory, Operating Systems Organization

## Technical Skills

---

- Programming Languages: C++, C#, C, Blueprint, Lua
- Version Control: Git, Perforce
- Game Engines and Tools: Unity, Unreal Engine, Visual Studio, VS Code, Jira, Trello, Confluence, Figma, MS Office, Miro, Jenkins, Swarm
- Libraries: FMOD, OpenGL, SDL2, UMG, Unity UI

## Professional Experience

---

### Diablo 4 Intern Gameplay Engineer

Irvine, CA  
May 2024 - Aug 2024

- Interacted with 28 other gameplay programmers in code review, playtesting, mentoring, and asking for advice on company best practices
- Developed new inventory tab for upcoming expansion content
- Optimized minimap by removing duplicate icons and hard coded constants
- Implemented new dungeon content for upcoming expansion which allows for more dynamic visual feedback for players
- Collaborated with various design teams to create test cheats and new designer variables to help improve quality of life for the design teams

## Academic & Personal Projects

---

### Potion Problems Lead Gameplay Programmer

Los Angeles, CA  
May 2024 - Present

- Worked closely with a team of 20 other students to develop capstone project "Potion Problems"
- Built multiplayer chat system that allows for global functionality
- Helped to guide code review
- Mentored newer members who are unfamiliar with Unreal game engine
- Designed Potion system which used reusable code to create over 20 potions that can apply a variety of effects on players

### Project Kronos Gameplay Programmer

Los Angeles, CA  
Jan 2024 - May 2024

- Implemented enemy AI for boss including phase changes and spawning extra enemies as well as AI for other enemies
- Iterated on player UI and controls through playtesting to make them more player friendly
- Programmed dynamic audio system that changes based on status of combat
- Designed levels and narrative of the game