Andrew Quigley

540-471-0696 | Quigleyac@gmail.com | linkedin.com/Andrew-Quigley | My Portfolio

EDUCATION

George Mason University   Fairfax, VA
Bachelor of Arts in Computer Game Design, Minor in Computer Science   *Aug. 2013 – May 2018*

Stuart's Draft High School   Stuart's Draft, VA
High School Diploma   *Aug. 2009 – May 2013*

EXPERIENCE

Freelance Game Developer   May 2018 – Present
Self Employed   *Woodbridge, VA*
- Working on various projects and game jams as well as doing a few Upwork contracts.
- Primarily using Propritary game engines (Unity, Unreal) and their hard coding methods (C#,C++), as well as the occasional Python Script or Java Project.

Technical Support Specialist   July 2018 – October 2020
Prince William County Schools   *Manassas, VA*
- Provided support for teachers and students by repairing and maintaining various computer systems across multiple schools.
- Managed site wide inventory at several locations.
- Provided various scripts to teachers to automate simple tasks.

Quality Assurance Tester   Jan. 2018 – May. 2018
Virginia Serious Games Institute   *Fairfax, VA*
- Collaborate with VSGI Partners to provide Quality Assurance testing for their projects.
- Assisted in Identifying, analyzing and pinpointing defects in code, design, or presentation with those partners.
- Update and maintain a log of issues and time/effort that goes into resolving them to note partner's use of VSGI resources.

PROJECTS

Lava Leap | *Unity, C#, Android, Team Project With Artists*   September 2017 – May 2018
- Developed a puzzle platformer mobile game based on the idea "The floor is lava" where the user must build a structure with furniture to escape rapidly advancing magma.
- Implemented cloud saves, leaderboards, consistent progression, and alternative skins through google play games and Icloud.
- Used Unity Analytics to identify play time and game play patterns.
  Google play Link

Phantasm Tower Defense | *Unity, C#, Git*   December 2020 – Feb 2021
- Heavily modular Tower defense game, where 5 base tower can be upgraded into 20 advanced.
- Hybrid ECS+Standard scripting.
- Part of a series of short games done for portfolio work.
  Itch.IO Link

Space DogFight | *Unity, C#, Git, Mirror*   Feb 2021 – April 2021
- Multiplayer Arcade Space Sim arena shooter.
- Peer to Peer networking.
  Itch.IO Link

TECHNICAL SKILLS

Engines: Unity,Unreal,Godot,Game Maker Studio
Languages: C#,C/C++,Java, Python, SQL (Postgres), JavaScript, HTML/CSS, Visual Scripting (Blueprint/Bolt/etc...)
Frameworks: React, Node.js, WordPress, Photon, PyGame
Developer Tools: Git, Docker, Google Cloud Platform, Visual Studio, Eclipse