

Andrew Duit

Engineering Technician III

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PROFESSIONAL SUMMARY

Multidisciplinary engineer with over **six years** of experience in 3D printing, and game development. Expertise in inventing, designing, and optimizing workflows. Proficient in multiple programming languages, including **C++**, **C#**, **Python** and **Java**. Proficient engine platforms include: **Unreal Engine**, **Unity**, and **Godot**. Committed to leveraging technical leadership and engineering skills to innovative immersive technologies.

WORK

Engineering Technician III / Mayo Clinic Anatomical Modeling Unit Lab

Mayo Clinic • Rochester, MN • 06/2019 – Present

- Serve as a technical resource for maintaining industrial 3D printers, ensuring maximum uptime for manufacturing anatomical models.
- Developed Python automation scripts for Materialise 3-matic and Mimics software. Streamlined surgical guide creation and boosting workflow efficiency by 30%.

Software Architect

Impact Studios & Impact Forge • Rochester, MN • 05/2021 – Present

- Created engaging interactive experiences by designing workflows in Unreal Engine using Blueprints, C++, UMG, and Common UI

Gameplay Designer and System Designer Contractor

Zero Hour Interactive • Rochester, MN • 04/2023 – 11/2023

- Collaborated with art, visual effects, and animation teams to develop engaging user experiences
- Documented and maintained precise design specifications for interactive applications.

Electrical Engineer Assembler

Douglas Machine Inc • Alexandria, Minnesota • 03/2018 - 05/2019

- Interpreted and designed electrical schematics for automation systems
- Collaborated on cross-functional teams to troubleshoot technical issues
- Gained experience with precision equipment and quality control processes

EDUCATION

Software Engineering, BS

Western Governors University • Salt Lake City, Utah • 12/2021 - 05/2024

Mechatronics, AAS & Liberal Arts, AA

Alexandria Technical & Community College • Alexandria, Minnesota • 08/2017 - 05/2019 • GPA: 3.6

Certifications

- AWS Certified Cloud Practitioner, CompTIA Project+, ITIL Foundation in IT Service Management

SKILLS

- Proficient in Unreal Engine and Unity
- 3D modeling software: Solidworks
- Programming languages: Python, C++, C#, Java, TypeScript