Andrew Duit

andrewduit@gmail.com 5072580045
6717 Gaillardia Dr NW
Apt 127
Rochester, MN 55901

Summary

Highly motivated Software Engineer professional trained in mechatronics and software development. Experienced leader and project manager with mechanical and software design skills. Looking for chances to enhance a team's performance in AR and VR technologies through proficient technical leadership as a VR XR Engineer

Employment History

Junior Gameplay Designer and Programmer

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

- Collaborate with the Game Producer and Design Team to craft engaging experiences for Zero Hour Interactive.

- Conceptualize, design, implement, and document game content and systems.

- Work closely with Developers on design challenges and content integration.

- Ensure consistency in game design and quality, supporting other Game Designers and maintaining creative guidelines.

CTO and Co-Founder

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

- Implemented strategic vision into widely successfully adopted software product

- Hired and trained new employees on coding standards and workflow protocols

- Facilitated network growth with partners, employees, and investors

- Delivered software projects on time and within budget

HTM Engineering Technician II

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

- Operated and maintained industrial 3D printers for manufacturing medical devices and models

- Utilized quality management systems to inspect, document, and validate manufactured devices

- Monitored and completed requests with feedback to help iterate on projects with multidisciplinary teams

- Managed inventory, and procurement, and implemented quality improvement strategies

Electrical Engineer Assembler

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

- Collaborated, interpreted, and designed electrical blueprints on secondary packaging automation machines

Teaching Assistant/Tutor

Alexandria Technical Community College • Alexandria, Minnesota • 09/2017 - 05/2019

- Tutored SOLIDWORKS, Applied Mechanical Components, and Fluid Power Fundamentals
- Taught SOLIDWORKS Foundations and Applications to 30 college students

Guest Service

Menards • Rochester, Minnesota • 01/2013 - 02/2018

Professional Skills

Leadership, Quality Guidance, SOLIDWORKS, Microsoft Suite, Mentor/Train methods, Substance Painter,

Python, C++, Java, JavaScript, HTML5, CSS3, NEXTJS, SQL, Unreal Engine, Blender, Marmoset

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Education

Software Engineering, BS

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

Mechatronics, AAS & Liberal Arts, AA

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

- A broad understanding of how mechanical, electronics, information technology, and fluid power are produced, controlled, and utilized.

Certificates

ITIL® Foundation Certificate in IT Service Management, Mechatronics-Level 1 Badge