

# John Andrews

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## Objective

A position within a game development company as a software engineer or designer using my various knowledge and expertise to work on interactive media projects.

## Education

May 2011 Worcester Polytechnic Institute, Worcester MA

- ❖ B.S. Interactive Media and Game Development with a Technical (Programming) Focus. Minor in Writing and Rhetoric. GPA 3.29
- ❖ Project Work: Worked on various in-school projects with the goal of making a game within a 2-3 person team ranging from 1 week to 21 weeks
  - Rawshark – 3D Shooter/platformer with grappling hook made in C4
  - Various “Micro Games” made in a single week using a lua-based engine call Perlenspiel
  - Death by Owl – 3D Action/Survival game made in Unity
  - Final senior project (Obscura) – 3D puzzle game made using the Source Engine focusing on its unique gameplay and story made over the course of a few months.
- ❖ Related Coursework: Software Engineering, Game Design, Game Development. Process, Storytelling in Video Games, Art of Animation, HCI in Video Games, Game Audio, Various Writing and Rhetoric courses,

## Computer/Programming Skills

- ❖ Languages: C/C++, Lua, Java, C#,
- ❖ Game Engines: Worked in SourceSDK, Unity, C4, XNA, Game Maker
- ❖ Programs: Maya, Photoshop, ProTools, Premiere, Visual Studio, Audacity

## Work Experience

Dec. 2007 to Present WPI Bowling Alley, Worcester MA  
(*Work Study Position*)  
Maintained lanes, handled customer needs, trained new workers

June 2007 to Aug 2010 Unholtz Dickie Co. Wallingford CT  
(*Summer Position*)  
Assembly, soldering, wiring, and repair of electronic equipment/parts.