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Andrew Seward

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<https://github.com/aiseward>
Portfolio: <http://aseward.games>

Technical Skills

Languages: UE4 C++ | C# | Java | Javascript | Unreal Blueprint | Python
Source Control: Perforce (P4V) | Subversion (SVN) | Git
Tools: Unreal Engine 4 | Unity 5+ | Aseprite | Photoshop | Visual Studio
Libraries / Frameworks / Etc: .NET & Linq | NLog | Json.NET | REST | Async & Await | AJAX | Flask

Awards

Unreal Engine 4 Game Jam - Top 3

Fahrenheit - June 2016
Hoaxagon - August 2016
DLsCheme - September 2016

Job-Related Skills & Experience

Code Review:

Sourceforts 2 (Project Haven) -- 2017 - 2018
Reviewed and provided feedback on production level C++ code
Frequently asked to assist with implementation due to expertise in Unreal Engine 4

Leadership:

Game Development Club - Pima Community College -- 2016 - 2017
Officer -- Spring 2016 - Spring 2017
Resolved disputes between members and officers
Organized club activities including leading and managing group Game Jam projects
Honed leadership skills through maintaining team organization, efficiency, and morale

Interpersonal Skills:

Various Game Jams -- 2016 - 2018
Worked with new people to rapidly create a functioning product in a short deadline
Assisted others in dividing tasks and workload to complete a project by the deadline

Personal Programming Experience

Fahrenheit - June 2016 - <https://boats.itch.io/fahrenheit>

Procedural Generation
Online REST / JSON based leaderboard

Hoaxagon - August 2016 - <https://boats.itch.io/hoaxagon>

Puzzle creating development tools
Non-intrusive anti-cheating logic

Sourceforts 2 - 2017 - 2018 - <http://sourceforts.net/>

Built website from scratch using a customized Semantic-UI, Python, and Flask
Designed and implemented networked building systems

DLsCheme - September 2016 - <https://boats.itch.io/dlscheme>

Unique art style creation and implementation
Implemented typical 3D platforming elements

Luminite - November 2017 - <https://boats.itch.io/luminite>

Unique physically based negative light emitting particle effects

Fully implemented online co-op using Unreal's RPC based networking

Offline Raid Protection - ARK: Survival Evolved

Created proof of concept and first version of a mod assisting players in defending their base while offline. Later sponsored by Studio Wildcard under their sponsored mods program.

Education

Pima Community College

Game Design Certificate 2015 - Present
3.7 GPA in field.