ANDREW VECE

V I D E O   G A M E   D E V E L O P E R

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SUMMARY

Innovative and detail-oriented Video Game Programmer and Technical Artist with over 3 years of experience in developing engaging gameplay mechanics and creating high-quality art assets. Adept at translating artistic vision into functional game features while ensuring technical feasibility. Passionate about pushing creative boundaries and delivering immersive gaming experiences.

EDUCATION

Game Design and Development
Rochester Institute of Technology | Rochester, New York | Graduated: Aug 2024
- Relevant Coursework: Game Development & Algorithm Problem Solving I & II (C#), Data Structure & Algorithm Game & Simulation I & II (C++), Rich Media Web App Development I & II (HTML, CSS, JavaScript)

SKILLS

Web Programming Languages:
Hypertext markup language HTML, Cascading Style Sheets CSS, JavaScript

Game Programming Languages:
C++, C#, Python, Lua

Software Skills:
3D Modeling, 3D Texturing, 3D Animation, 3D Rigging

Tools/Software:
Microsoft Visual Studio, Visual Studio Code, GitHub, Unity, Unreal Engine, Blender, Maya, Perforce, Roblox Studio

PROJECTS

Funky Mungos
Aug 2023 - Dec 2023
- Planned, designed, & tested a 3D platformer game in a team of **7** students in Unreal Engine (C++)
- Served as the Technical Artist, creating 3D models & animations, as well as texturing & rigging the models (Blender)
- Assisted with game testing & creating the monthly presentations

Advoidment
Jan 2023 - May 2023
- Planned, designed, & tested a mini-game collection in a team of **4** students in Unity (C#)
- Served as the Lead Mini-Game Programmer, coding & testing a majority of the mini-games that the player must beat
- Assisted with quality of life mechanics, such as a smooth transition when starting & ending mini-games

Ammo and Alchemy
Nov 2022 - Dec 2022
- Planned, built, & tested a top-down shooter game in a team of **5** students in Unity (C#)
- Served as the Level Design Lead, being tasked with creating all the levels for the player to explore
- Managed the GitHub for the project as Version Control Lead
- Assisted team members in programming game mechanics, such as wall collision & movable doors

EXPERIENCE

Camp Instructor
iD Tech Camp | Middletown, Connecticut | Jul 2024 - Aug 2024
- Taught **3** levels of Roblox Studio to children ages 8-13 (Roblox Studio, Lua)
- Educated students on game design principles, creating & publishing games, & coding with Lua
- Planned lessons & troubleshooted problems the students had outside of work
- Supervised the kids as they went on activity breaks and lunch

Technical Artist
Changeling VR | Rochester, New York | Jan 2024 - May 2024
- Brought on as a Technical Artist for a VR game in Unreal Engine (C++)
- Tasked with creating 3D models & textures for the scenery, replacing temporary & store-bought assets (Blender)
- Worked in the Perforce to ensure everybody gets access to new files when they are added

Warehouse Worker
Curved Glass Distributors | Derby, Connecticut | Jun 2017 - Aug 2023
- Stored vast amounts of windshields by selecting adequate locations for each type based on size & quantity
- Helped transport large amounts of glass & materials with cooperation from two or more co-workers
- Assisted in the demolition & construction of new windshields
- Swept & cleaned up the warehouse to ensure safety & cleanliness