

Andrew G Wallace

Game Designer

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Education

Columbia College Chicago class of 2014

- BA in Game Design- Development
- GPA- 3.379

Work History

Independent Game Developer, May 2015 – Present

- Designed and created various games for mobile platforms and PC both for clients and independently.

AR/VR Unity Developer at Trigger Global, October 2016 – December 2016, July 2017

- Worked on two booth demos for CES 2017: Alien AR, an augmented reality experience using Vuforia and the ODG R-9 headset, and Honda DreamDrive, a VR car ride around Las Vegas in which players can interact with the attractions around them, guided by Biggie from DreamWorks' Trolls.
- Prototyped an augmented reality game for an unannounced LEGO project

C#/ Unity Developer at Atlatl Software, August 2014 – July 2015

- Created a variety of multiplatform 3D applications in a fast-paced, team-centric environment. Acted as programming lead on multiple projects, holding responsibility for project quality and managing other developers. Created and ran "Think Tank" team, an after-hours brainstorming group that created, tested, and implemented improvements for products and company processes.

Instructor at iD Tech Camps, Summer 2013

- Taught game design skills such as level design with Hammer and Java programming through Minecraft modding to teenagers and led various recreational activities.

Other Experience

Co-Organizer of Charleston Independent Game Developers, March 2015 – July 2015

- Created, organized, and ran several events for game developers in the Charleston area.

Chicago Game Jam 2013

- Lead programmer and additional design on "Don't Eat Apples Tomorrow, Henry".

Global Game Jam 2016

- Lead programmer and designer on "Lich's Brew"

Skills

- Proficient with Unity3D, C#, and Photoshop
- Additional experience with HTML, CSS, MySQL, SQLite, PHP, Blender, and Maya
- Cross platform programming and debugging experience for PC, Mac, iOS, and Android
- Prototyping, playtesting, and iterating game mechanics and systems
- Excellent sense of game feel
- Strong technical and creative writing skills