ANDREW BRADBURY

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 https://github.com/ABradbury823 | 🌐 https://abradbury823.github.io/

Graduate student in Software Engineering with a strong foundation in object-oriented programming and a focus on developing user-centered applications. Experienced in collaborating with multidisciplinary teams to create software solutions in C# and C++, including game development and research-driven projects. Passionate about crafting engaging, interactive experiences that enhance user engagement.

EDUCATION:

Rochester Institute of Technology   Rochester, NY

Golisano College of Computing and Information Sciences

Master of Science in Software Engineering   Expected May 2026

Bachelor of Science in Game Design and Development   May 2024 (GPA: 3.97)

SKILLS:

Programming Languages: C#, C++, JavaScript, Java, SQL, Python, Kotlin

Technologies: Visual Studio, Git, React, Trello, Windows Subsystem for Linux, Unity, Unreal Engine,

EXPERIENCE:

Rochester Institute of Technology   Rochester, NY

Graduate Research Assistant   08/2024 - Present

- Collaborating with university faculty to design and implement an extension for Visual Studio Code aimed at helping developers create more effective and readable code identifiers.
- Building a C++ server to analyze source code and generate identifier recommendations, adhering to Language Server Protocol (LSP) standards for seamless integration with Visual Studio Code.
- Implementing JSON-based data exchange between the backend server and a frontend TypeScript client to ensure real-time communication.

Struggled Seas Studios   Remote

Gameplay Programmer   06/2023 - Present

- Implemented character gameplay mechanics, including movement and animations, using C++ and Unreal Blueprints.
- Designed and coded a unique movement system inspired by *Super Mario Galaxy's* planetary gravitation, utilizing advanced math concepts like quaternions, vectors, and matrix transformations.
- Authored comprehensive documentation to streamline a migration from Unity to Unreal Engine, addressing common issues and fixes.
- Collaborating with a cross-disciplinary team in Agile sprints, participating in weekly stand-ups, and providing on-going technical guidance and updates.

Rochester Institute of Technology   Rochester, NY

Teaching Assistant   08/2021 – 05/2023

- Selected by professor of Game Development & Algorithm Problem Solving I & II.
- Facilitated comprehension of .NET Framework C# for over 50 students by providing debugging support and constructive feedback on programming projects.