

# Andrew Decker

GAME PROGRAMMER

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## EXPERIENCE **VR GAMEPLAY PROGRAMMER:** Guesswork VR. June 2016 – Present

Developed mechanics in virtual reality involving motion specific movement and systems for fixing pipes in UNDR[H2O], including procedural duct tape generation, ratchet-like bolt tightening, force detected hammering, and proximity-based water drains that pull in environment objects.

## **VR DEVELOPER:** Ohio University Games Research and Immersive Design Lab. May 2016 – Present

Created an interaction system allowing a doctor to manipulate medical tools and simulate a realistic blood draw procedure for psychological study.

## **PRESIDENT TO THE OHIO UNIVERSITY GAME DEVELOPERS**

**ASSOCIATION:** International Game Developers Association – Student Chapter. April 2016 – Present

Led a group of over 50 students in game jams, tutoring in game development, and professional skill building sessions. Started program that helped send 35 students to Game Developers Expo (GDEX) in Columbus Ohio in October 2017.

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## PROJECTS **UNDR[H2O]:** Gameplay Programmer, GuessworkVR, 2016

Constructed systems to drive motion driven gameplay to fix pipe leaks using tools, systems to control dynamic water to flood and empty room and wave-system to control leaks that the player must fix to avoid drowning.

## **NIGHTSHADE:** Gameplay Programmer, Student Project, 2016

Made an online asymmetric multi-player game using Unity Networking that managed different player classes including Heavy class utilizing shotgun shooting, Rogue class that used close range combat, invisibility and x-ray vision, and a Support class that used an EMP gun, sonic mines, and launchable CCTV cameras to help the heavy find the Rogue character.

## **KIND SPIRIT:** Gameplay Programmer, Student Project, 2017

Designed and implemented a 2D combat system utilizing twin-stick controls to control directional-based melee and ranged attacks and interaction systems with environmental objects to deliver narrative through mechanics.

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## EDUCATION **BACHELOR OF SCIENCE IN COMMUNICATION: FOCUS IN GAMES AND ANIMATION:** Ohio University, Scripps College of Communication (Athens, Ohio), 2013 – 2017

**MINOR IN COMPUTER SCIENCE:** Ohio University, Russ College of Engineering (Athens, Ohio) 2015 – 2017

**UNITY CERTIFIED DEVELOPER:** Unity Technologies Certification Number: 20160351C143

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## DEVELOPMENT SKILLS Unity, Microsoft Visual Studio, XCode, Git, SVN C#, C++, Swift, Python