

ANDREW DECKER

GAMEPLAY PROGRAMMER

SKILLS:

Languages

- C# (4 years)
- C++ (2 years)
- JavaScript (1 year)
- Swift (1 year)

Engines and Tools

- Unity 3D (4.7 - 2018.3)
- Unreal Engine 4
- Microsoft Visual Studio

Version Control

- Git
- SVN
- Sourcetree
- Perforce

CONTACT:

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LinkedIn:

linkedin.com/in/Andrew-Decker

EDUCATION:

Ohio University

Bachelor of Science in
Communication

Major: Games and Animation

Minor: Computer Science

Class of 2017

REFERENCES:

Jason Seabaugh

jasonseabaugh@gmail.com

Tech Artist, Kung Foo Factory

Tyler Blust

Tyler.blust@guessworkvr.com

Co-Founder, Guesswork VR

WORK EXPERIENCE:

MAX GAMING STUDIOS | UNITY ENGINEER

Oct. 2017 - Present

Unannounced Project | *Mobile Physics-based Combat Puzzle Game*

- Implement physics-puzzle gameplay mechanics to create a fast-paced and readable experience. Build combat system that reacts to puzzle gameplay.
- Create and Maintain Level Editor that allows designers to quickly iterate on new and existing levels with modular player objectives and setup variants.
- Design and Integrate cross-project and cross-platform UI Framework to allow for manageable creation and navigation of UI elements in the UI stack.
- Write technical implementation plans based on design documents and UX mock-ups to facilitate multiple developers creating cohesive gameplay systems.

Hotel Transylvania: Monsters! | *Match 3 Character Collection Game*

- Work with external client's proprietary frameworks to implement UI functionality and tween animations to create seamless interfaces.
- Collaborate with design and engineering leaders to ensure UI features met artistic and design standards while being optimized for mobile devices.
- Communicate with pre-established team and Quality Assurance testers to fix bugs in frameworks and features built by other developers.

Dark Horizons: Mechanized Corps | *Online Mech Simulation Game*

- Adapt existing 1st person mech-piloting mechanics to VR with hand-tracked controllers measuring 3D motion-based interactions to create immersive play.
- Create diegetic UI alternatives to an existing screen-space UI that was optimized for low-end VR rigs while giving player complete situational information.

GUESSWORK VR | GAMEPLAY PROGRAMMER

Mar. 2016 - Oct. 2017

UNDR[H20] | *Fast-Paced Virtual Reality Plumbing Game*

- Developed motion-driven gameplay mechanics for fixing leaks in a flooding basement using tools including wrenches, duct-tape, corks and hammers.
- Created water system that included rising dynamic water, pipe leak spawning reactive to player performance, and clogable and cleanable floor drains.

GAME U | INSTRUCTOR

Jan. 2018 - Dec. 2018

- Taught children aged 6-18 game development and programming logic, as well as game design and level design processes.
- Tutored students incrementally advanced game development tools, including Microsoft's Project Spark, Minecraft Modding, Game Maker Studio, and Unity 3D.

PERSONAL PROJECTS:

Paper TAZ | *Paper Mario Inspired turn-based RPG*

Solo Project

- Create data-driven battle scenario systems to make designer-friendly scenario, enemy, and player editing tools including modular enemy AI patterns.
- Create action command attack system resulting in easily editable quick-time attacks allowing a combination of strategic and skill based play.

Nightshade | *Networked Asymmetric Stealth Shooter*

5 Team Members

- Designed and Implemented a wide array of stealth and shooter character abilities to create cat-and-mouse 3 vs 1 gameplay.
- Utilized Unity's UNet system to create fast, peer-to-peer networked play with player-hosted connections.