Luis Andrade
Game and Software Developer

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Core Competencies
- C#
- C++
- OpenGL
- JavaScript

Software Tools
- Visual Studio
- Unity 4 through 2017.3
- Git (Github/Bitbucket)
- Adobe Photoshop CS6
- Adobe Animate CS6

Technical Skills
- Object-Oriented Programming
- Gameplay Programming
- Tools Development
- Computer Graphics
- 3D Mathematics

Work Experience

eLuma Online Therapy - Full Stack Software Engineer   2/2016 – 9/2017

Tech: Laravel, PHP, HTML, CSS, MySQL, JavaScript
- Designed UI components used to track student progress
- Remade Adobe Flash games into customizable HTML5/JavaScript games
- Designed presentation tools for presenting online therapy content
- Made a system for transcoding videos into MP4 files using PHP and FFmpeg
- Developed a platform for therapists to organize and present therapy content

Freelance Game Developer (NDA)   6/2015 – 9/2016

Tech: C#, Unity 5.3
- Created custom Unity Editor tools to help streamline level creation
- Implemented gameplay mechanics, scoring, and progression system
- Wrote custom Unity shaders in HLSL that affects the model's surface based on player input
- Integrated Google Play Games Services for achievements and leaderboards

Projects

Site Performance and Stress Testing Tool - Pluralsight   7/2015 – 9/2015

Tech: Node.js, JavaScript
- Programmed replication system that pings sites at a given URL with a specified number of users and gathered data on page load times
- Built a data layer for storing and retrieving data through web requests
- Designed a mock site to demonstrate and test tool functionality

Collection Game Generator Tool - GTECH Interactive (now IGT)   4/2015 – 6/2015

Tech: C#, WPF, XAML
- Designed, wireframed, and implemented UI components with XAML
- Serialized data from the tool to a local file for saving and loading projects
- Used the observer pattern to synchronize changes between components
- Conducted user testing with designers to gather feedback and catch bugs

Physics-Based Unity Game Prototype – Neumont University   9/2014 - 12/2014

Tech: C#, Unity
- Developed force-based physics with Euler integration to create swinging and wrecking ball gameplay mechanics
- Wrote a third-person camera system with camera collision and occlusion
- Scripted an animated and physics-based rope using Unity's Character Joints

C++ Game Engine – Neumont University   10/2013 - 12/2014

Tech: C++, OpenGL
- Wrote particle-based game physics system and OpenGL rendering system
- Created A* pathing system with in-engine tools for node-based AI pathing
- Designed a components system to create game objects by composition
- Built reusable user interface components with Qt to create debugging tools
- Wrote OBJ-to-Binary converter in C# to render Maya models in the engine

Education

Neumont University – B.S. in Software and Game Development   **Graduated 9/2015**
- Neumont University Project Showcase: First Place Winner