

# Andrew Clark

4th Year Game Design and Development Student

& Creative Writing Immersion

## Languages & Engines

Unity 3D, Unity 2D, Unity VR/AR,  
Unreal Engine, C#, C++, JavaScript,  
HTML, CSS

## Graphics Programs

Autodesk Maya, Blender, Adobe  
Substance Painter 3D, Clip Studio  
Paint

## Misc. Programs

Github, Visual Studio, Vegas Pro,  
Photoshop, Microsoft Apps, Firebase

## Education

Rochester Institute of Technology  
Spring 2024 Exp. Graduation

## Classes of Note

Rich Media Web App Development  
3D Animation & Asset Production  
Foundations of Interactive Narrative  
Data Structures and Algorithms  
AI in Game Environments

## Details

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## Experience

### Unity VR Consultant @ Cigna (2023)

- Implemented VR Enhancements to an Interactive VR Experience
- Provided Insight on AR/VR Software

### IT Intern @ Vernon Public Schools (2022)

- Updated and Maintained technology inventory across the entire district
- Performed Software Maintenance on student and teach devices

### IT Intern @ Aetna (2019)

- Provided desktop support to all Aetna employees
- Collaborated with Aetna interns and employees in different departments
- Reviewed and updated technology inventory

## Projects

### Future Passing By (Unity 2D, Co-Op Narrative Puzzle)

- Implemented a rift line that split the screen into two time periods
- Worked on all major game mechanics, especially interactables

### Croak and Dagger (Unity 3D, Hack and Slash)

- Developed a lock-on system for enemy combat
- Reworked the entire combat system from the ground up

### Rotten Delirium (Unity 3D, Puzzle Horror)

- Created the designs for the monsters of the game
- Implemented an interaction and puzzle system