

# ANDREW GLEESON

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## Skills

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- 5+ years of C++ programming experience
- **Languages:** C, C++, C#, Java, ActionScript, JSON, XSLT, HLSL, GLSL, SQL, Objective-C
- **APIs & SDKs:** Unity Engine, Unreal Engine, Maya C++ API, DirectX, OpenGL, MEF
- **Software:** Visual Studio, Eclipse, TFS, SmartSVN, Perforce, Adobe Suite, Maya, RenderMonkey

## Education

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**Full Sail University** September 2008 – October 2010

- **Bachelor of Science** in Game Development; graduated **Valedictorian**

## Experience

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**Microsoft Studios** April 2012 – present

Software Development Engineer – *Xbox Entertainment Studios*

- Designed and implemented core client functionality for a multiplatform video application
- Designed and built tooling and test solutions for clients to use when building content
- Helped create the content pipeline which allows content to easily be created for multiple platforms
- Iterated on existing tools to fix bugs and add features as requested by the Live Events team

**Electronic Arts (Tiburon)** March 2011 – March 2012

Software Engineer I – *Madden Superstars*

- Constructed back-end server logic that validated store purchases, persisted player data, sent updates to the client, and prevented client-side exploitation (among other things)
- Collaborated with artists and designers to create front-end UI and gameplay features in Flash and AS3
- Oversaw the creation of weekly promotions for and the maintenance of a live game
- Utilized a variant of scrum to quickly release iterative feature updates and bug fixes

**SAIC** November 2010 – March 2011

Engineering Intern – *Mobile Internet Device division*

- Researched and designed multiple ways of porting an existing iPhone app to new platforms

## Student Project Experience

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**Kitchen Krashers** – [www.andrewgleeson.com/kitchenkrashers.htm](http://www.andrewgleeson.com/kitchenkrashers.htm) May 2010 – September 2010

Software Developer, Designer

- Created Maya exporters for level and collision data and then combined them into a single exporter to simplify the art pipeline and decrease level iteration time allowing more time to be spent polishing
- Built a Sphere/OBB based collision system that allowed “stones” thrown to be persistent and active on the game board during all 4 players’ turns
- Designed and tested the Freezer level from start to finish and assisted in designing the other two levels
- Worked closely with artists to design and build most of the UI; including a 3D menu system and the HUD

## Other Activities

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**Global Game Jam** – [www.globalgamejam.org](http://www.globalgamejam.org) January 2010, 2011

- **“Untitled Failure” (2011)**
- **Dress 4 Success (2010)**