

ANDREW GLEESON

7922C Shoals Dr. Orlando, FL 32817

www.AndrewGleeson.com
andrew@AndrewGleeson.com
(704) 962.4197

Skills

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

Education

Full Sail University September 2008 – October 2010

- **Bachelor of Science** in Game Development; graduated **Valedictorian**
 - **Excelled in:** Software Architecture, Engine Development, Team Project

Experience

Electronic Arts (Tiburon) March 2011 – present

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
- Refactored a server-based file distribution system for use with iOS, Android, and Windows Mobile

Student Project Experience

Kitchen Krashers – 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

Global Game Jam – www.globalgamejam.org January 2010, 2011

“Untitled Failure” (2011)

- Attempted to make a game in Unity that proved to be too difficult for the team to complete
- This taught me a lot about scoping a small project and the importance of adapting to changes quickly

Dress 4 Success (2010) – www.andrewgleeson.com/games.htm#dress

- Developed ActionScript algorithms that simplified clothing selection and display at run-time
- Mentored the underclassmen on the team and directed the integration of scripts