218 Lupin Drive
Whitby, ON
L1N 1Y1

ANDREW WATERHOUSE

226-224-3012

andrew.waterhouse01@gmail.com

I am a dedicated and responsible individual with a great work ethic. I have completed my undergraduate studies at Ontario Tech University in Game Development & Entrepreneurship where I graduated with the highest distinction. In addition to my studies, I have independently developed & launched my own game on Steam. I bring a high level of motivation and willingness to learn to any work I am involved in.

Education

Class of 2023	**Ontario Tech University**	*Oshawa*
	● Bachelor's degree in information technology ● Achieved the Presidents list award for obtaining a 4.12 GPA. ● Completed multiple games in small groups using our own C++ Engine & Unity. ● Developed art, design, programming, & problem-solving skills. ● Worked alongside a professor at my university, to create a game using volumetric capture. ● Discovered how to incorporate biometrics into gameplay as well as testing.	

Work Experience

April 2023 – present	*Trapped Canada* **Game Designer** ●Outlined and designed escape rooms. ●Created detailed and organized documents pertaining to the escape rooms. ●Created interactive games using Unity Game Engine for some puzzles.	*Markham*
January 2023 – August 2023	Mining Matters / Sense Tech Solutions Inc. **Game Developer** ●Contract work to develop a virtual escape room video game to be hosted on the Mining Matters Website. ●Implemented accessibility features for visually impaired players using text to speech options, a high contract mode, and a navigation system. ●My team and I followed a PowerPoint guide highlighting the puzzles, room layouts and met frequently with our clients who were very pleased with the results.	Remote
October 2021 – present	*TinyFoot Games* **Indie Game Developer** ●Accomplished tasks Including, but not limited to; C# programming, 3D modelling in blender, texturing in substance painter, level design, & marketing. ●The game is called Stellar Propeller. It is available for windows devices on steam.	Remote
May 2022 – August 2022	*Innovative Interiors Consultants* **Apprentice** ●Accomplished tasks Including, but not limited to, installing backsplashes, vinyl floor, drywall, demolitions, and framing. ●Communicated with clients to ensure a pleasing result.	St. Thomas

References Available Upon Request

Game Projects

University:	●**SkyBound:** This was a game that my group members and I created using our own game engines using C++. It was a 3D adventure evasion game with three levels. We created this game in four months including the back-end tasks such as creating object loader/ .obj parser, shader effects, fmod implementation, and more. Released on Itch.io ●**Ontario Tech vs. The World:** This is a 3D fighting game that utilizes Volumetric Capture to create scans of real people including myself and group members, our professors, and even our school mascot, to be used as playable characters within the game. Released on Itch.io
Personal:	●**Among the Living:** This was the first game that I created from start to finish independently using Unity Game Engine. It is a 3D zombie survival game with two maps and a shop system to unlock different weapons. Released on Itch.io ●**Stellar Propeller:** This is the first game that I independently launched on Steam developed in Unity. This is a 3D plane racing game with twenty-five challenging levels divided up into five unique worlds. I also added the ability to customize the plane and has a fully functional save/load system to keep track of settings, progress, and plane cosmetics. Released on Steam. ●**Spell Fall:** This is my current personal project that I am working on. It is a local multiplayer dungeon crawler, rogue-like. I am developing this game in Unreal Engine 5 to diversify my skillset and make use of Unreal Engines performance and lighting features. I plan to release this game on PlayStation, Xbox, and Steam. Release T.B.D
Professional:	●**Mining Matters Core Shack:** This is a 3D virtual escape room game based on our client's design specifications. There are three rooms each packed with challenging puzzles and even a bonus easter egg. I was responsible for the camera movement, 3D art, some accessibility implementation, and most of the puzzle logic and implementation.

Technical Skills:

3D Art:	●Hard surface modeling in Blender. ●Sculpting characters and creatures in Zbrush. ●Retopology in Blender & Zbrush. ●UV unwrapping in Blender & Zbrush. ●Texturing in Substance Painter. ●Rigging in Blender.
Game Design:	●Creating clear and detailed game design documents with Microsoft Suite & Google Docs. ●Implement feedback and discover creative solutions to challenges.
General:	●Ability to use source control through Git. ●Project organization using Trello. ●Experience creating games using VR, AR, MR, Biometrics, and Volumetric Capture. ●Neural Networks, MLAgents A.I.

Accomplishments

Accomplishments:	●Released my own game on Steam. ●Achieved Top Salesman Award at Junior Achievement. ●Maureen Purchase Award for outstanding study habits. ●School Robotics (Chairman Award & World Imagery Award) ●Awarded 3rd place out of 40 teams for our Capstone project in university.

References Available Upon Request