

Andrew Martz

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- CAREER OBJECTIVE:** To obtain full time employment at a game development studio
- EDUCATION:** B.S. in Game Design & Development at the Rochester Institute of Technology. Rochester, New York
Current GPA: 3.5(4.0) **Expected graduation date:** May 2011
- COMPUTER SKILLS:** C++,C#, ActionScript 3, SQL, HTML, XML, JQuery, JavaScript, OpenGL, Microsoft Visual Studio, Perforce, Tortoise SVN, JIRA, Adobe CS3, Autodesk Maya, WAMP, Microsoft Office, Proprietary AOEO tools
- WORK EXPERIENCE:**
- Game Development Intern at Robot Entertainment, Plano TX, Summer - Fall 2010**
- Contributor during the dev cycle for Age of Empires Online.
 - Tasked with developing code in the following areas: chat, UI, gameplay and tools
 - Worked closely with designers, producers and artists on implementation of new features
- Gameplay Systems Programmer at Muzzy Lane Software, Newburyport MA, Summer 2009**
- Developed and added features for the Making History 2 videogame for PC
 - Programmed gameplay systems using C++, XML, and some Python and JavaScript
 - Worked closely with game engine, occasionally adding new functionality when needed
- Teaching Assistant for Various Courses, RIT, 2008 - 2010**
- Teachers Assistant for multiple programming, networking and hardware courses
- Freshman Orientation Advisor - RIT Fall Quarter of 2008 and Fall Quarter of 2009**
- Tasked with facilitating the adjustment to college life at RIT for incoming students
- PROJECTS:**
- Robo Assault - Networked FPS Video Game, Winter Quarter 2009**
- Recruited and lead team of 15+ programmers and artists to work on large project
 - Designed gameplay, programmed UI, planned schedule, coordinated art and programming teams
- Cloud Control - Networked Multiplayer Video Game, Fall Quarter 2009**
- Leader of a team of 4 programmers and 5 artists developing a XNA game written in C#
 - Wrote C# code for networked multiplayer flight combat game
 - Designed code architecture, planned schedule, set milestones, created test plans
- Shrink - 2D Platformer Video Game, Spring Quarter 2007**
- Programmed in C# to handle physics calculations, collision detection and game play mechanics
 - Researched and implemented the separating axis theorem for collision detection and resolution
- Cobalt - 2.5D Spaceship Game, Spring Quarter 2007**
- Developed an XNA game in a group of four using C#
 - Wrote code to handle physics, magnetism, collision detection and game play mechanics
 - Researched and implemented a Spatial Partitioning Quad Tree to help with efficiency
- Unreal Tournament 2004 Multiplayer Bot, Winter Quarter 2007**
- Programmed logic and communication code for Unreal Tournament 2003 bot using C#
 - Programmed bot to communicate with a server and interact with other bots and players
- REFERENCES:** Available on request
- EXTRACURRICULAR:**
- Member of Computer Science House, RIT, Spring quarter 2008 to Current.**
- Special interest house at RIT whose focus is on computer and tech related projects
- Student Alumni Ambassador, Spring 2009 to Current**
- Attend alumni events and act as a student representative for the RIT College of Computing