

Andrew Christensen

User Interface and User Experience Programmer

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Education

Masters of Interactive Technology in Software Development, the Guildhall at SMU, Class of 2014

Bachelors of Science, Computer Science, University of Southern California, Class of 2011

Skills

- C++
- OpenGL
- UnrealScript
- Scaleform
- PHP
- JavaScript
- ActionScript 3
- HTML
- XML
- Lua
- C#
- Adobe Flash
- Adobe Photoshop
- Adobe Illustrator

Team Experience

Title, Project	Tools	Team Size	S.D. Team	Dev. Months
User Interface Programmer, <i>Hymn of the Sands</i> <ul style="list-style-type: none">• Built a 3D third-person adventure game in UDK.• Designed and built user interface and menus using Scaleform, Flash (ActionScript 3), and UnrealScript.	UDK, Scaleform, Flash, AS3	14	3	6
User Interface Programmer, <i>Roboball</i> <ul style="list-style-type: none">• Built a 3D first-person shooter / capture the flag game with UDK.• Designed and built player HUD and menus using Scaleform, Flash (ActionScript 3), and UnrealScript.	UDK, Scaleform, Flash, AS3	9	3	3
User Interface Programmer, <i>The Bridge</i> <ul style="list-style-type: none">• Built a 3D space combat simulator in C# with XNA for the PC.• Designed and built custom UI components using C# and XNA.• Created a system to render 2D user interface elements to 3D surfaces in the game world.	C#, XNA	9	9	6
Gameplay Programmer, <i>AndroidWars</i> <ul style="list-style-type: none">• Built a turn-based strategy game for Android tablets.• Programmed core gameplay in C++ using the Java Android NDK.	C++, Java, Android NDK	2	2	2
Gameplay Programmer, <i>Lunacy</i> <ul style="list-style-type: none">• 2D puzzle-platformer game for the PC.• Programmed core gameplay in Lua using an in-house game engine.	Lua	3	1	3
Engine Programmer, <i>XNAdvanceWars</i> <ul style="list-style-type: none">• 3D turn-based strategy game for the PC.• Designed and programmed turn-based game engine in C#.• Built data engine for loading and saving game objects to XML.	C#, XNA	4	4	3

Individual Experience

Masters Thesis: RTS Flowfield Formation Movement

- Created an RTS unit AI that uses vector fields to optimize pathfinding for multiple units.

Directed Focus Study: AndroidWars Online Turn-Based Strategy Game

- *Project: AndroidWars Online*, a turn-based adaptation of a previous team project, *AndroidWars*.
- Created an online Cloud service backend using Parse that allows players play multiplayer games online.
- Developed custom UI template system that loads and parses UI elements from XML. UI elements can include other elements and override specific properties.

Work Experience

User Interface Artist, Tools Programmer (Contract)

Jun 2009 - Aug 2010

- Designed and created user interface art in Flash and ActionScript 3 for six different online Flash games commissioned by Grab.com, a social games website.
- Designed and created entire user interface for an online flash game, *Sprout*.
- Designed and created art for an in-game store user interface for *Sprout*.
- Developed a simple XML-based level editor for a word scramble game using C# and Windows Forms.
- Modeled and rendered 3D art assets for use in *Upgrade Shooter*, an 2D online action game.

Artist (Intern), Konami Digital Entertainment of America

Jun 2008 - Aug 2008

- Designed and created user interface art for online Facebook games.
- Created art for website banner ads in Adobe Illustrator.
- Created animated website banner ads in Flash.

Web Designer, Viterbi School of Engineering

Jan 2009 - Dec 2009

- Designed and created website templates for an in-house content management system.
- Created banner ads in Adobe Illustrator and Flash for use on the school website.