



Andrew Wilson

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WEBSITE, PORTFOLIO, PROFILES

- <https://andrewwilson59.wixsite.com/portfolio>

PROFESSIONAL SUMMARY

I am a creative game designer with a positive attitude, proficient in using Unity 3D, C#. I am a driven team player and I am willing to put in my best efforts to make any vision become a reality. Additionally, I am well versed with version control software such as Perforce.

SKILLS

- Unity
- Level Designer
- System Designer
- Maya
- Krita

WORK HISTORY

PROJECT MANAGER

05/2020 to CURRENT

Blue Slayer Gaming | CA

- People Launcher, Diamond Cart, Communicating with sound designers, artists, and other game designers C# scripting Creating GUI elements Setting up gameplay elements Game testing and bug fixing Creating and implementing Documentation Collaborating with game artists, sound designers, and game designers.

GAME TESTER

04/2019 to 10/2019

Twin Ray J | Dekalb, IL.

Tested IOS/ android games

EDUCATION

Bachelor of Science | Game Design

05/2020

Full Sail University, Winter Park, FL