

Andrew Severs

618-203-8149 – www.andrewsevers.com – severs.andrew@gmail.com

Education

Southern Illinois University – Carbondale

Bachelors of Computer Science, Concentrated in Computer Graphics & Game Development

Experience

Graphite Lab

2014 - Present

Lead Programmer and support programmer for multiple of games and mobile applications

CenturyLink

2013 - 2014

Lead Java Programmer for the back-end of a business management portal

Technical Skills

*C#, Unity, Steamworks, Java, Microsoft Office, IntelliJ, Visual Studio, Eclipse, GIT, XML, JSON
HTML 5, CSS, jQuery, PHP, ActionScript 3, PlayFab, TortoiseSVN, REST, Agile Methodologies*

Professional Projects

Shark Week: Shark Strike – 2D Side Scroller

2017

Lead Programmer (C#, Unity, iOS, Android)

- Designed and built procedural side-scrolling level generation
- Built framework to handle a freemium model based on micro-transactions and ad revenue
- Built and co-designed UI/UX flow
- Integrated cloud services for managing user data (PlayFab)
- Integrated social sharing (Facebook)
- Integrated push notifications (Pushwoosh)
- Integrated in-app analytics (Flurry)
- Integrated GameCenter (iOS) and Google Play Game Services (Android)

Hive Jump – 2D Multiplayer Shooter

2014 - 2017

Lead Programmer / Programmer (C#, Unity, PC)

- Brought in as support programmer and took lead for the last year and a half until its release
- Optimized, refactored, and overhauled every system within the game including AI
- Built and co-designed all of the bosses
- Built cinematic character and camera controls for cut-scenes and game dialogue
- Supported code base refactors for online multiplayer integration

Baby Genius Sing Along – Sing Along and Music Maker Mobile App

2015

Lead Programmer (Java, Objective C, C++, ActionScript 3, Flash, Scaleform, iOS, Android)

- Built a *play along mode* within music maker that allowed users to learn to play the songs
- Built micro-transaction support to purchase additional songs and musical instruments

My Little Pony: Pinkie Pie's Sister – Interactive Mobile Storybook

2015

Programmer (Java, ActionScript 3, Flash, Scaleform, iOS, Android)

- Built a localization system that supported languages such as German, Spanish, and Chinese
 - Supported the parsing of .csv files
 - Supported dynamic re-scaling of text within flash to fit the sizes of the various languages