

# ANDREW MACDONALD - GAME DESIGNER

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## Education

*Champlain College, Burlington, VT* / Bachelor of Science in Game Design | Grad. May 2020

Studied abroad in Montreal (Fall 2018); courses in design and graphics programming from professional developers

**Achievements:** 2020 Elevator Pitch Competition Finalist / 2019 Semi Finalist

**Certifications:** Scrum Certified by Scrum Alliance

**Course Work:** Advanced Programming, Interactive Narrative Design, Game History and Development

## Game Projects

**Eira: Echoes of Egil** Spring 2020

Role: Narrative Designer Team Size: 16

- A first-person game where the player explores an alien world to find their lost grandfather
- Designed the overall narrative and implemented it into the game world
- Adapted successfully to the team's culture after joining midway through development

**Stitches** Summer 2019

Role: Programmer Team Size: 8

- A horror themed first-person puzzle platformer where player must rotate the environment
- Collaborated with systems programmer to develop in Unity 3D over the course of three months

**Gaze of the Abyss** Spring 2019

Role: Narrative Designer Team Size: 10

- A cooperative horror game when players must work together to explore a sunken ship
- Designed and implemented characters, exposition and the main story arc
- Joined the team midway through production and successfully adapted to the team's culture

## Project Development Attributes

- *Team-oriented:* Take input from all members of the team and make them all feel valued
- *Game Design Skills:* Understand the iterative process and rapid prototyping
- *Collaborative:* Enjoy supporting others and sharing ideas, critiques, and successes
- *Flexible:* Able to change focuses quickly and able to work on multiple projects at once
- *Writing:* Enjoy narrative writing and can write a large amount of quality work in a short time frame

## Technology Skills

### *Expert*

- Unity 2D
- Unity 3D

### *Proficient*

- C#
- C++
- Visual Studio
- Redmine

### *Foundational*

- Unreal Engine
- Audacity

## Work Experience

**Lab Monitor II** 2016- 2020

*Champlain College Library, Burlington, VT*

- Restock and maintain all the printers and computers in the library
- Promoted from Lab Monitor I, and nominated for employee of the year in 2017

**Camping/Travel Sales Representative**

Summer 2017 and Summer 2018

*LL Bean, Freeport, ME*

- Responsible for selling and restocking the camping and travel departments in the flagship location