

Andrew Feagley

Game Design and Programming

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EDUCATION

Columbia College Chicago — *Major: Game Design, Minor: Programming*

Sept. 2015 - June 2020

I attended CCC for four and a half years. I earned my Bachelor's Degree in Game Design and Programming.

Relevant Courses:

- Game Design I & II
- Game Programming I & II
- Advanced Game Engine Scripting
- C++ I
- Graphics Application Programming
- Object Oriented Programming I & II
- Indie Team Studio Capstone

EXPERIENCE

BroomBash — *Senior Year, First Semester Project*

A game centered around a young girl flying around on a broom picking up orders from restaurants and delivering them to customers.

I worked as a Designer on the project. I designed the level and the gameplay loop. This game was shown off at the Chicago Toy and Games fair 2019.

Wendy Goes Hiking — *Senior Year, First Semester Project*

A survival horror first-person shooter following a young woman lost in the woods trying to survive a deadly monster.

I worked as a Designer and Programmer on the project. I designed the map and helped program the character.

African Skies — *Senior Year, Final Semester Project*

A classic, side-scrolling beat-em-up arcade fighter focussed on surviving hordes of enemies by punching them to death.

I worked as a programmer on this project. I programmed the player and enemy movement as well as the combat system.

SKILLS

C#

C++

Git

Photoshop

Unity3D

Unreal

Blender

Maya

Godot

Visual Studio

Written and Oral
Communication