


Andrew Rogers

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Skills

- Unity
- C#, C++, JavaScript
- Web development in HTML & CSS
- Version control with Git and PlasticSCM
- GameAnalytics
- Shader development in GLSL, HLSL & Cg

Experience

MAY 2018 – AUGUST 2018

Programmer, Associate Producer / MassDiGI SIP

- Designed *CyberDrive 2077*, a new mobile game for iOS and Android, as associate producer of a team of six.
- Developed a new Unity codebase from the ground up, including level generation, core gameplay mechanics, and custom shaders to support the game's art style.
- Optimized level generation to render an infinite world of hundreds of obstacles on mobile devices.
- Administered the PlasticSCM server and educated SIP interns on how to work with version control.

JANUARY 2017 – MAY 2018

Programmer / MassDiGI Live Studio

- Worked on several published iOS and Android games including *Colosseum Coach* (Released Spring 2017), *Hyper Thunder Run* (Released Spring 2018), and *Leap-A-Head* (Released Spring 2018).
- Performed weekly builds for Android and iOS.
- Collaborated with teams of six to eight people using PlasticSCM, working on established C# codebases in Unity.
- Designed and implemented a detailed, well-documented analytics plan for *Leap-A-Head*.

Education

DECEMBER 2019

Game Programming / Becker College, Worcester, MA

- Fall 2017 Dean's List