

Andrew Abotomey

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PERSONAL SKILLS

I have a friendly and approachable manner. I am organised, trustworthy, reliable and a team player. I have attention to detail and I am a quick learner.

I am a well-presented, individual who is very keen on a career in the video game industry. I believe myself to be a valuable resource to any company that I work for. Right now, I am looking for an entry level position with a game development company.

PROJECT EXPERIENCE

T-Wrecker (PC) 2015

Roles: Audio Engineer, AI Programmer, Game Designer

Languages: C#

Description: Entry for the 48hr Game Making Challenge. T-Wrecker was built by the IGDA GC team and my role was to program some of the AI features as well as produce some of the spoken audio used in game.

WORK EXPERIENCE

Role: Sessional Instructor

Organisation: Griffith University

Time Period: March 2015 – Present

Description:

I am currently an instructor for the following courses at Griffith University Gold Coast Campus:

3624ICT - 3D Game Development (Semester 1)

1611ICT - Introduction to Multimedia (Semester 1)

3622ICT - Dynamic Multimedia Systems (Semester 2)

My role in Introduction to Multimedia was to teach students the basic of multimedia by using Flash as an authoring tool. ActionScript 3.0 was also taught to enhance their applications by using code.

My role in 3D Games Development was to assist the students in any way possible while teaching them the basics of Unity3D as well as basic C# programming. I also guided the students through their final projects to ensure that they realized their potential as game designers or game programmers.

My role in Dynamic Multimedia Systems involved teaching students how to create their own Single Web Applications using HTML5, CSS3 and jQuery. I also taught students how to access the Facebook and Flickr Application Programming Interfaces (APIs) for their own applications.

With all of these courses, lab exercises needed to be marked and I also assisted students wherever I could with these exercises.

KEY COMPETENCIES

- Able to handle responsibility and pressure.
- High literacy and numeracy skills.
- A deep understanding of the game paradigm as well as the several systems that make up a game such as AI, physics, graphics, etc...

SKILLS

- 6 years of programming experience in C/C++, C#, Java, through university, high school (Yr. 12) and my own personal projects.
 - Projects such as the implementation of the Nurse Rostering problem in Java.

- Proficient in using various game engines
 - Such as Unity Game Engine (versions 4 and 5) and Unreal Engine 4.
- Proficient in 3D Modelling and the use of 3D Modelling packages
 - Such as 3D Studio Max, Maya and Blender.
- Proficient with most programs in the Adobe Creative Suite and Creative Cloud packages.
 - In particular, Photoshop, Flash and After Effects.
- Dedicated Gaming Enthusiast.
- Quick learner

EDUCATION

Bachelor of Information Technology with Honours 2015
Griffith University, Gold Coast Campus

Bachelor of Information Technology / Bachelor of Multimedia 2014
Majors: Interactive Entertainment and Game Programming and
Computing and Intelligent Systems.
Griffith University, Gold Coast Campus

Year 12 Senior Certificate 2010
Merrimac State High School

REFEREES

Daniel Ricardo
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Senior Lecturer
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