

Andrew Rama

Clarks Summit, PA

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SKILLS

Programming Languages: C++, C#, Java, HTML, XML, CSS, JavaScript

Tools: Unreal Engine, Unity, Visual Studio 2019, Photoshop CC, Maya, Git, Trello, Axure RP, Perforce

WORK EXPERIENCE

Lead Game Developer (Intern)

May 2022-August 2022

Xana Adhoc, Rochester, NY

- Developed a virtual reality game, *Changeling*, for SteamVR in Unreal Engine 4.
- Worked on hub world level and main menu of the game with a focus on visual fidelity, lighting, and creating an immersive player experience.
- Used Unreal Blueprints to create light sequencing and activate conditional level elements such as platforms and bridges.
- Used an agile development workflow.
- Participated in daily standups, communicating with other team members, production managers, and other teams.
- Used Perforce for project version control.

Warehouse/Fulfillment Worker

May 2021-July 2021

LT Verrastro Inc., Old Forge, PA

- Picked/checked orders for major beverage wholesale beer distributor.

Computer Science Tutor

February 2021-Present

Self Employed, Clarks Summit, PA

- Provide supplementary education for students preparing for the AP Computer Science A exam.
- Provide one-on-one virtual instruction in computer programming concepts with Java, problem solving skills, and computer logic.

PROJECTS

Controller of Chaos (Personal Project)

December 2022

- Worked in a team of 3 to create a 3D wave survival game using Unreal Engine 5
- Programmed enemy and minion AI as well as wave spawning mechanics using blueprints.
- Worked as primary level designer using Unreal editor.

Boo! (Group/Academic Project)

December 2022

- Worked in a team of 5 to create a 3D survival comedy-horror game using Unity.
- Worked as sole level designer and audio and light engineer, while also assisting other team members with scripting in C#.
- Worked as main manager of source control using GitHub and did majority of team organization and management

Angle Dodgeball (Academic/Personal Project)

November 2021

- Created a two-player, head-to-head arcade game using JavaScript.
- Wrote code to handle two dimensional physics and collision detection.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2024

Bachelor of Science, Game Design and Development

GPA: 4.0

Accomplishments: Dean's List Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022