ARCHIE ANDREWS

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ABOUT ME

I began studying game development in 2013. Since then I have completed a degree in games programming, worked with many talented developers on a range of projects, built a 5 star tool for the Unity Asset store and provided support for over 100 student teams at Falmouth University.

EDUCATION

Game Development BA(Programming) | Falmouth University

2016 – 2019

During my time at Falmouth I worked with several different teams to create games that range from couch competitive titles to third person shooters. I also studied and used development methodologies such as Agile and collaborated on projects using **GIT**, **SVN** and **Perforce.**

Extended Diploma in Games Development | Plymouth City College

2013 – 2014

Whilst studying at Plymouth City College I worked on several games and game jams. All of the projects I worked on were made using Unity and C#.

EXPERIENCE

Senior Games Technician | Falmouth University

OCT 2019 – PRESENT

In October 2019 I began working at Falmouth University as a games technician. My job included providing support for staff and students across some of the many subjects covered in the different courses. I have also prepared and ran multiple lessons and workshops over the years. In the few years working at Falmouth I have been promoted from Technician to Senior technician and more recently taken a temporary lecturer role to cover the teaching for a new course.

Unity Developer | Beef Jack

FEB 2018 – MAY 2018

In February 2018 I was hired for 4 months to work on the free-to-play mobile game Sheep Shop. My responsibilities include programming for Gameplay/UI, developing tools to streamline the development, working with a lead programmer in an agile environment, implementing assets and third-party packages.

SKILLS

- Unity C#
- Agile Methodologies
- Team Work
- Version Control (SVN, Git)