

# Andrew Auclair

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**Objective:** Software Engineer / Programmer position closer to family in New England.

## Education

**Champlain College**, Burlington, Vermont

*Bachelor of Science in Game Programming*

May 2013

- **Relevant Coursework:** C++ I and II, Game Architecture, Game Physics, Graphics Programming I and II, Game Technology I, Data Structures and Algorithms, Math for 3D Graphics, Networking for Online Games, AI for Games, Applied Calculus, Physics I, Discrete Mathematics, Numerical Methods

## Work Experience

**Black Lantern Studios**, Springfield, MO

June 2013 - September 2015

*Programmer I*

- Shipped games on multiple platforms, including: Nintendo 3DS, LeapFrog gaming devices, Android, iOS, and Kindle devices.
- Collaborated with multiple disciplines to ship well made games on time and under budget.
- Wrote, improved, and maintained internal tools used by multiple disciplines to create multi-platform games.

## Technical Summary

**Languages:** C++, C#(.NET), C, Haxe, Bash

### Tools

- *Design:* Photoshop, Flash, Unity 3D, 3DS Max
- *Development:* Microsoft Visual Studio, FlashDevelop, SVN, GIT, Mantis Bug Tracker, and other industry tools