

# Andrew Auclair

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## Education

### *Champlain College*

*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, 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

### **Tactical Communications Group (TCG)**

**A Curtiss-Wright Company**, Tewksbury, MA

January 2016 - Present

*Software Engineer*

- Designed intuitive user interfaces for quick analysis of complex data link messages and operations.
- Wrote and maintained software that complies with multiple military standards documents.
- Wrote, improved, and maintained tools used by multiple internal disciplines and customers alike.

**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 Skills

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

### **Tools**

- *Design:* Photoshop, Flash, Unity 3D, 3DS Max
- *Development:* Microsoft Visual Studio, IntelliJ IDEA, Eclipse, SVN, Git, and other industry tools
- *Other:* Bugzilla

References Available Upon Request.