Andrew Frost

Software Engineer

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Education

Bachelor of Science in Computer Science – Game Programming   **GPA: 3.65**
Texas A&M University – Corpus Christi   Graduated Cum Laude, May 2016

Key Skills

Development Languages - C++, C#, Java, JavaScript, HTML, CSS, SQL, Perl, F#

Software Experience - Git, Unity, Unreal Engine, Google Analytics, GIMP Graphics Editor, Excel

General - Critical thinking, analysis, optimization, objectivity, leadership, adaptability, resilience

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Work History

Self Employed   **July 2016 - Present**
- House and land investments, renovations, renting, and sales
- A large variety of work from hands-on construction to foreign student hosting

Conrad Blucher Institute - Research Assistant   **July 2014 - June 2016**
- Develop mobile applications (Android and iPhone)
- Web programming (JavaScript, HTML, CSS)
- Website Analytics

Project Experience

Rogue Engine (Game Engine)
- Game Engine written in C++ and developed by a team of 6
- Geared towards two-dimensional 'roguelike' games
- Implemented Attributes, Inventory, and Equipment systems along with Physics using Box2D
- Assisted with Camera controls, Level generation, and Animation using SDL

Endless (Video Game)
- Two-dimensional space ship battle game, developed by a team of 5 using Unity
- Implemented Weapon Systems, Controls, Action Feedback, and Networking

Paladin (Video Game Level)
- Three-dimensional Medieval Fantasy Combat game, developed by a team of 2 using Unity
- Implemented AI, Animations, Sound, User Interfaces, Level Layout, and Equipment Systems

Weather on Wheels (Application)
- Mobile and Web Application developed in-house
- Gives localized weather predictions for arrival time along a travel route
- Worked with applying updates to preexisting code and deploying to multiple platforms
- Implemented analytics and created internal reports on user metrics