

# ANDREW HARTHCOCK

## TECHNICAL ARTIST

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## EDUCATION

### SOUTHERN NEW HAMPSHIRE UNIVERSITY

Bachelor of Arts in Game Design and Development

Manchester, NH

## TECHNICAL SKILLS

<b>Programming:</b>	Java Script, C#
<b>3-D Modeling</b>	3DS Max, Zbrush, Blender
<b>Game Engines</b>	Unity, Unreal Development Kit, Construct 2
<b>Other Programs</b>	Photoshop, Sketchbook Pro, Xnormals, Marmoset, Crazy Bump

## LEADERSHIP AND ENGAGEMENT

### Vice President- SNHU Game Design Club

- Engage students in the game design club and increase membership and participation
- Present and speak on topics to aid other students
- Identify guest speakers and other opportunities for students to engage with individuals in the industry
- Organize and manage game jams to help students increase their game design skills

### Game Jam Competitor

- Compete twice a year in area wide game jam competitions on team, under 24 or 48 hour time constraints
- Developed *Donut Darkness*, a 3-D security game, that was fully animated using 3-D modeling, art assets and textures
- Visualized game goals, planned and executed game design and managed project to completion
- Created particle effects and complex graphic designs, while increasing game functionality and speed

## PROFESSIONAL EXPERIENCE

### Technical Artist, SKYMAP GAMES, Greater Boston Region

**October 2011-Present**

- Assist in the development of Fruit Route, a labyrinth style game, by effectively using 3-D modeling and texturing to create an engaging gaming experience
- Provide the game scripting and facilitate the pipeline to ensure project elements and deliverables are met on-time and within scope
- Manage servers, user administration, team file management, system administration and implement and manage security protocols for systems

### Student Worker, SNHU MEDIA SERVICES, Manchester, NH

**October 2011-Present**

- Assist faculty, students and guests in all of their audio/visual needs.
- Troubleshoot and repair technical problems in a wide variety of areas across campus to ensure system functionality is achieved
- Automate processes and systems, write programs, and develop additional aids to streamline workflow, improve efficiency and ensure consistency in data migration and back-up
- Provide event set-up support by taping and filming large events and setting up all audio and visual equipment including projects, cameras and sound systems

## PROJECT EXPERIENCE

- Designed 30 second advertisement for the college to be shown at Meadowbrook Pavillion, using Blender and Python scripts to visualize sound waves

**INTERESTS:** Technology, game design, creativity, classical guitar (12 years of training invested) and volunteering