Andrew Dillon

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Portfolio: https://ajdillon.github.io/

OBJECTIVE

To obtain full time employment as a designer or programmer in software development

EDUCATION

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development

SKILLS

Proficient in: C#, Javascript, Angular/Typescript, C++, Html/Css, Java,

Familiar and experienced with Unity, Unreal Engine, l, Photoshop, Maya, Microsoft Office

PROJECTS

-Don't Spend Time on It

- Award winning game of Hero Jam 2017
- Hero Jam - Charity Game Jam competition started at Rochester Institute of Technology

-Quintessence - UI/UX designer and artist

EXPERIENCE

-University of Rochester's Laboratory for Laser Energetics

- Front-end Web Developer from October-December 2-18

-Ellicott Development

- Worked as manual labor at hotel construction lot moving furniture during the summer of 2012
- Worked as a hotel Houseman, serving guests with a friendly smile and helping them with anything they needed during the summer of 2014, 2015, and 2017 and during the winter of 2015 at the Hampton, Staybridge, and Country Inn and Suites in West Seneca, NY