


# ANDREW DETERESA

## GAME DESIGNER

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 <https://andrewdeteresadesi.wixsite.com/andrew-deteresa-game>

## SKILLS

### TECHNICAL

- Unreal Engine Blueprinting
- Unreal Engine C++ Coding
- Perforce/ Github
- Autodesk 3DS Max

### PERSONAL

- Fast Learner
- Punctual and attentive to detail
- Always eager to learn more

### MISCELLANEOUS

- Jira / Confluence
- Microsoft Office
- Adobe Creative Suite
- Audacity
- QA Testing

## EDUCATION

### BACHELOR OF SCIENCE GAME DESIGN

Full Sail University | Winter Park, FL  
2020 - 2023

## PROFILE

I'm an avid gamer whose dream is to help create amazing games for players to enjoy. When I'm not trying to improve my game design skills and stay up to date on the latest techniques, I enjoy streaming my gameplay over on Twitch, or visiting various Anime, Comic, or Gaming Conventions to either attend or help staff when possible. Proficient in **Unreal Engine**. Experienced team worker, skilled in communicating using the websites **Jira**, **Trello**, and **Confluence**. Adept at using version control software like **Perforce** and **Git**.

## WORK EXPERIENCE

### CONVENTION STAFFER

Reedpop Exhibitions

2018-2018

- Provided attendees with directions so they could reach their destination in a safe and timely manner.
- Made sure Queue Lines were formed in regulations to NYC fire and safety regulations.
- Ensured guests were able to fully enjoy the event while also feeling safe.

### INVENTORY SPECIALIST

RGIS Inventory Control

2019 - 2022

- Provided Inventory counts for Retail, grocery, and pharmacies stores.
- Ensured the client was getting a quick and accurate inventory count that reflected what they currently had in store.