

Andrew Federspiel

Game Designer/Programmer

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OBJECTIVE: TO BE A GAME DESIGNER WITH INVOLVEMENT IN SCRIPTING

WORK EXPERIENCE

SilverTree Media
5/09 - Present
Pittsburgh, PA

Game Designer

- Design, document and balance game systems for several unannounced projects
- Design, build and script levels for puzzle platformer *Cordy* in the Unity engine
- Tune game interactions meticulously to achieve high levels of polish
- Write proposals and estimate design costs for new client projects
- Led a five-person team through weekly production, design, and showcase meetings, as well as playtests and daily scrums
- Created a playtest survey, administered a 14-person external playtest, inferred findings, and decided on respective changes to mechanics and level designs

Javits Convention Ctr.
6/06 - 8/06
New York, NY

Management Information Systems Intern

- Examined, corrected and reported on discrepancies in the timekeeping system
 - Researched and created competitive analyses comparing convention centers
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EDUCATION

Carnegie Mellon
University,
Entertainment
Technology Center
8/08 - Present
Pittsburgh, PA

Master of Entertainment Technology

The program focuses on creating innovative interactive experiences via interdisciplinary group collaboration.

Get in Line 2.0 – Game Designer/Programmer

- a seven-person semester-long project creating interactive entertainment for lines in theme parks by utilizing cell phones as game controllers
- created ten games and an avatar and lifetime achievement system

Building Virtual Worlds – Game Designer/Programmer/Producer

- created five interactive worlds in four-person groups on shadow tracking and virtual reality devices, each over two weeks
- two worlds were featured in the prestigious end-of-semester class show

Game Design Class with Professor Jesse Schell

- created, documented, playtested and iterated on five non-virtual games

University
of Mary Washington
8/04 - 5/08
Fredericksburg, VA

Bachelor of Science in Computer Science

Cum Laude; President's List, Dean's List

Computer Science, National, and Science Honor Societies

Honors Project: *Rodney Wickett in...Space Boy Adventures!* (Flash)

- an action game utilizing procedural level generation for replayability
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TECHNICAL SKILLS AND INTERESTS

- ActionScript 3.0 and Flash, C++, Javascript, Python and Panda3D, Unity; Balsamiq Mockups
- Familiarity with Java, MySQL, PHP, HTML/CSS, OpenGL; Adobe Photoshop, Flex; CVS, Perforce, SVN
- Alternate Platforms: PlayMotion! Shadow Tracker, Head-Mounted Display / Motion Trackers
- Windows (through 7), Mac OS X, Microsoft Office (through 2007), Google Docs
- Creating games in my free time, reading, writing, editing, analyzing behavior, weight training, Yoga
- Staying up-to-date via the news and gaming industry and technology blogs