Andrew Horobin

Game Programmer

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Objective:

Move over to building games after many years of supporting the infrastructure of those games. To chase my passion for solving problems and creating cool stuff, become part of an environment where I can work with like-minded others to create tools and games, and elevate my skill set as a programmer.

Practical Experience:

- **Unity Technologies – Asset Store** (2013-Present)
  - **Associate Product Manager** – Led overseas developer and UX teams to build, migrate, and improve new web store.
  - **Data Analyst** – Created the very first structure for delivering data to the Asset Store team, delivering revenue and user data for properly informed product and marketing decisions.
  - **Content Curator** – Provided quality assurance for thousands of new products, including 3D models, audio, and C# scripts.
- **Stereoscopic Displays and Applications Conference** (2014)
  - Developed a VR demo game for the Oculus DK2 platform to demonstrate at my booth. Demo available here: http://andrewhorobin.com/2015/11/03/lovecraft-vr-game/
- **Game Jam** - **Art Institute of California — San Francisco** (2013, 2014)
  - Developed games in 24 hours with randomly assigned groups of people. Won first place in 2013. 2014 game available here: https://andrewhorobin.com/2015/11/16/the-collapse/
- **New Tech Network - Network Administration** (2009-2010)
  - Maintained a school network of 450+ computers as a team of 3 people. Troubleshooting and repairing of network infrastructure, computer workstations, and Active Directory servers.
- **Napa County Information Technology Department, Internship** (2010)
  - Developed web applications using C#, ASPX .NET, and SQL for use across Napa County. Included submission forms for employees to make requests from other Napa County departments.

Technical Skills:

- **SQL Queries**- MySQL, T-SQL
- **Data Formatting-** Tableau
- **Spreadsheets-** Excel, Google Sheets, Formulas
- **Version Control**- Github, Unity Collab
- **Operating Systems**- Windows, OSX, Linux, Android, iOS
- **Design Pattern and Data Structure familiarity**
- **Programming**- C/C++, C#, JavaScript, LUA, PHP, Python, Maya MEL, GML
- **Game Engines**- Unity (Certified Developer 2016, 2018), Unreal, Corona, Game Maker Studio
- **Computer Technician**- Building and repairing of computer hardware, ROP Certification
- **Computer Networking-** Network troubleshooting and setup
- **Digital Video Editing**- Nonlinear editing and post production
- **Image Manipulation**- Photoshop

Education:

Art Institute of California — San Francisco - 2015 Graduate

Bachelor of Science - Visual & Game Programming, Honor roll student