

# Andy Cantrell

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## PORTFOLIO

<https://www.weirdosklamber.co.uk/portfolio>

## GAME DEVELOPMENT EXPERIENCE

October 2022 – present	Junior Developer at Turbo Bear / Light & Wonder, Bristol. Working mainly in Typescript using Pixi.js and a bespoke framework. Creating and debugging game features, UI, animations and all other aspects of client-side gameplay. Contributions to the framework. Additional experience in HTML and CSS for external help pages. Developed <a href="#">Brood of Gods</a> and forthcoming title Monopoly Travel World Tour.
June 2023	Solo developer for the educational game <a href="#">PolyGonk</a> about categorizing shapes. Published on the Legends of Learning Platform in the USA. This is a WebGL game created in Unity and using C#.
February 2023	Programmer on Turbo Island Tetris for Global Game Jam, in Unreal.
January 2023	Solo developer for the educational minigames collection Eroji, about erosion, published on the Legends of Learning Platform in the USA. WebGL games created using Unity and C#.
August 2022	Lead programmer on Fungiosis for the Unreal Epic MegaJam 2022.
January 2021 – August 2022	Created and released Life of Climb on <a href="#">Android</a> and <a href="#">iOS</a> , an innovative game for mobile devices with over 10,000 downloads.
February 2022	Life of Climb shortlisted for entry at the Big Indie Pitch, London. Attended and pitched to industry executives.
January 2022	Programmer on FFFFFFF, action/rhythm game for Global Game Jam.
Dec 2021	Established Weirdos Klamber studio as a Limited Company.

## GAME DEVELOPMENT CORE SKILLS

Skills:	Fluent in the use of:
Programming	Typescript, Unreal Blueprints, C++, Unity C#, Godot, GDScript (Python), Visual Studio, SonarQube
Art	GIMP, Blender, Unreal
Sound	Audacity
Publishing	Play Store, App Store, Google Ads, Admob
Project Management	Jira, Git, Atlassian, Microsoft Office

### Concept and Design

Original ideas developed and brought to market including Life of Climb, PolyGonk and Eroji. Ability to discuss, adapt and redesign concepts for example during the Global Game Jam. Flexible responses at different levels of testing from Alpha to post-release.

### Programming

Skilled in TypeScript/JavaScript, C# (Unity), Blueprints, C++ (Unreal) and GDScript/Python (Godot). Familiar with source control using Git and Atlassian. Frequent debugging including using breakpoints and more systematic methods such as profiling or using SonarQube to improve code. Mathematical aptitude including completing Statistics as a MSc module.

### Art

Adept in 2D graphics using primarily GIMP. Able to model and rig characters for 3D projects in Blender and Unreal. Created animations in GIMP, Blender and within game engines. Familiar with Texture Packer and Spine animations.

### Sound

Frequent use of Audacity to record and edit sound effects as well as implementing and modulating these within game engines.

### Publishing

Self-published Life of Climb on Google Play Store, the App Store (Apple) and itch.io. Published PolyGonk and Eroji through Legends of Learning on their educational platform. Experience with Google Ads and Admob. Social media used for marketing including Instagram and Youtube.

### Project Management

Frequently use Jira for shared oversight of progress and communication on tasks. Have also used Monday and Miro for project management in a software setting. Experience in source control using Git and Atlassian (BitBucket). Transferable skills from a previous career as a senior project manager in the NHS.

## EMPLOYMENT HISTORY

October 2022 – Present	Junior Developer, Turbo Bear / Light & Wonder.
April 2020 – November 2020	Senior Programme Manager, Sirona care & health.
August 2018 – April 2020	Head of Quality, Safety and Effectiveness, Sirona care & health.
July 2014 – August 2018	Quality Improvement and Patient Safety Manager, Guy's and St Thomas' NHS FT.

## EDUCATION

2015	MSc Quality and Safety in Healthcare, Imperial College London (Includes a Statistics module with a score of 83/100).	Distinction
2006	BA (Hons) Sculpture, University of Arts, London.	2:1

## TRAINING

2023	Clean Code, Robert Martin (online session, O'Reilly Learning and Training).
2023	SOLID, Robert Martin (online session, O'Reilly Learning and Training).