

Andrew Max Fisher

Gameplay Programmer

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Websites

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Github: <https://github.com/Anmfishe>

Education

University of California Santa Cruz, MS Games and Playable Media, August 2017

University of California Santa Cruz, BS Computer Science: Computer Game Design, June 2015

Skills

Languages: C++, C, C#, Java, Javascript, Actionscript, CSS

Technologies: Visual Studio, Eclipse, ADT, Git, SFML

Platforms: Unity, Unreal Engine 4, HTML5/Canvas, Unix

Work Experience

Research Assistant, UCSC, January 2015 - June 2015

Worked on a team led by a pair of PhD students to create an [explorable 3D game space](#) and a complex natural language authoring tool in JS. Led to two peer reviewed publications.

IT Technician, W. Bradley Electric, June 2015 - January 2016

Carried out IT tickets, initiated new machines for office use, updated software, and monitored network conditions.

Projects

[SpellcastersVR](#) - C#, Unity3D, Virtual Reality, Networking, Visual Studio:

- Lead Programmer on a team of six
- 10 week prototype co-op with social VR studio Against Gravity
- Multiplayer team versus team VR spell slinging experience

[Dust to Dust](#) - C#, Unity2D, Visual Studio:

- Tech Director on a team of three
- Story rich platformer about saving a burnt down forest
- Nominated for an Excellence in Audio and Studio Award at the *2017 Sammy Awards*

[Kaleidoscope](#) - C++, Unreal Engine 4, Visual Studio:

- Programmer and Test Coordinator on a team of five
 - 3D exploration game with multiple viewports on the screen at once
 - Won the award for Visual Art and Design at the 2015 Sammy Awards
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Publications

[GameSpace: An Explorable Visualization Of The Videogame Medium](#). *Technical Report*

UCSC-SOE-17-14. University of California, Santa Cruz. Ryan, J. et al

Toward Natural Language Generation. *8th Workshop on Intelligent Narrative Technologies*. Ryan, J. et al.