



ANDRADA BIANCA TUDOR

GAME DEVELOPER*

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*Game Developer [geh-m dih-vel-uh-per]

noun: Purveyor of creative visions, general organizational wizard, and technical sponge.

CORE SKILLS

Game Design

- Innovative mechanics for touch interaction
- Casual games with strategic depth

Programming (C#)

Interface Design

- Input mechanisms and feedback
- Information flow
- Navigation Structure

QA and Testing

- Identifying, replicating and logging bugs
- Communicating issues thoroughly

Project Coordination

- Timeline planning, GANTT
- Workflow tracking
- Budget management
- Dispute resolution and feedback
- Team leadership position in game jams

Systems and Database Development

- Design and build databases for project tracking
- Consult, design and implement workflows
- Identify efficiencies
- Promote culture of data integrity
- Training, documentation and transition support

SOFTWARE PROFICIENCIES

Development Tools

- Unity3D (C#)
- Construct 2 (HTML5)

Content Creation

- Adobe Creative Suite (Photoshop, Illustrator, Sound Booth)
- Adobe Premiere, After Effects, Final Cut Pro (experienced video editor)
- Blender (3D modeling)
- MagicaVoxel

Productivity

- Slack
- Trello
- Toggl
- Github and SourceTree (source control)

Enterprise

- Adobe Acrobat
- Microsoft Office Suite (Word, Excel, Visio, Publisher, Powerpoint, Outlook)
- Filemaker Pro Advanced (as database designer and developer)
- Quickbooks Pro and MYOB small business accounting software
- Website CMS
- MailChimp
- JotForm (online form solution)

EXPERIENCE

UNITY DEVELOPER

2016

Pop3 – Kerfuffle Monkey Games

iOS / Android / TVOS

- Implemented multiple play orientations
- Replaced random generation system with level design tool
- Implemented parallax view and level object generators
- Created final artwork, UV maps, textures

Planet Robox – Sole Developer

iOS / Android (in development)

- Puzzle game with three interaction modes
- Level selection screen is exploration based
- Resource management and strategic elements

Today Was A Good Day – Sole Developer

Multiplatform (in development)

- Single click / tap interface
- Experimental, abstract, emotional
- Designed as conduit for empathy with survivors of trauma and hardship

2014

dont f with my design – YoPunky

iOS / Android

- Built complete app from concept stage
- Drawing on screen, colour selection and erase functionality tools using line renderer
- Screen shot of creations saved to local device and shared via social media
- Audio recording using filestream and upload to community server as competition entries

PLAYTESTER

2014

Band Stars – Halfbrick / 6 Foot Kid

iOS

Monster Dash – Halfbrick / 6 Foot Kid

iOS

GAME JAMS

2016

CDO – Ludum Dare

- Sole Developer in Unity3D
- Simple puzzle game with movement, scaling, and rotation of shapes

Techno Dad Hot Tub Party – Train Jam

- Character Artist and Animator using mecanim in Unity3D – 2D Puppet style
- Environment Artist – 2D sprites
- Click and drag resource balancing game

2015

Two Keys – Global Game Jam

- Character Artist. 2D Isometric sprites.
- Project coordinator and assistant programmer in Unity3D
- Local multiplayer game with 5 players using 2 randomly assigned keys each to control characters through a zombie attack

INDUSTRY PARTICIPATION

- Women in Games Vancouver Meetup Group – Co-organizer (current)
- Full Indie, Vancouver Unity Developers, IndiePod – Meetup group member (current)
- Pocket Gamer Connects 2016
- Train Jam 2016
- GDC 2016 (recipient of Game Developers Association attendance scholarship)
- SA Game Makers Association
- Adelaide's Really Good Gathering of Game Developers (Informal South Australian IGDA Chapter)
- IGDA member
- Unite Conference Melbourne 2015
- Game Connect Asia Pacific 2015
- GCAP 2015 training session presented by Google – "Getting your game on AndroidTV"
- Unite Conference Melbourne 2014
- Game Connect Asia Pacific 2014 (recipient of GCAP Assist sponsored by Epic)
- GDC 2013 (Producers Seminar Day, Narrative Seminar Day)
- Game Developers Conference San Francisco 2013 delegate
- Game Masters Forum and Exhibition, ACMI, Melbourne, 2013
- X-Media Lab seminars (2010-2013) - Melbourne