

Andrew Ahlquist

Designer | Programmer | Creator



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agahlquist.github.io

Well-rounded programmer and asset creator with experience working in teams seeking full-time employment to expand on current skillsets and help create interesting online interactive media.

Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development
Creative Writing Minor
3.4 GPA

Skills

Languages

jQuery, JavaScript, HTML5, CSS3, PHP, C#

Software

Adobe Illustrator, Adobe Photoshop, Adobe Indesign, Maya 2014, Blender, Brackets, Visual Studio 2010/14, Unity 3/4/5, Xamarin, Unreal Engine 4

Packages

jQuery, bootstrap, node.js, MongoDB, Redis

Previous Work Experience

Private Contractor for Shirin Laor-Raz Salemnia (June - August 2016)

Completely overhauled Shirin's personal site using HTML5, CSS3, PHP, and jQuery. Completed as a final co-op requirement for my degree. Her site can be found here: <http://shirinlaorrazsalemnia.com/>

Student Manager for RIT Dining Commons (August 2014 - May 2016)

Responsibilities included: Training new employees on safety regulations and efficient work practices - Preparing, cooking, and serving food in a safe and cleanly manner - Accountable for cleanliness of all cooking supplies - Maintaining clean and sterile work environment - Communicating with supervisors on workplace efficiency - Communicating and helping all customers - Reorganizing shifts in case of obstructions

Projects

Lobster Point (7 months)

iPhone game commissioned by the Passamaquoddy Tribe of Maine. Created with a group of 3 using Unity 5, Blender, and Adobe Photoshop. Personally responsible for art direction, 3D modelling, and programming boat customization options. Currently in production. Estimated release date summer of 2016.

Die, Buddy (15 weeks)

Independently designed and created dice rolling utility service for multiple users. Created using JavaScript, node.js, MongoDB, and Redis. Hosted on heroku here: <https://diebuddy.herokuapp.com/>

Battle Balls (10 weeks)

Online battle arena game created with a group of 3. Personally responsible for front-end development and player mechanics. Created using JavaScript, node.js, and MongoDB. Hosted on heroku here: <http://battleballs.herokuapp.com/>

The Crawl (15 weeks)

Project lead of an iPhone application created in Xamarin using C#. Originally independently designed and created using JavaScript and Google APIs. Original prototype can be found here: <http://people.rit.edu/aga8640/330/The%20Crawl/>

Activities

RIT Improv (2012 - 2016)

Troupe member of The Improvessionals (2012 - 2016) and Amateur Sqwad (2014 - 2016)

Video Master (2012 - 2016): Responsible for recording and uploading every club performance

Treasurer (2013 - 2016): Responsible for managing the club's budget and recording all expenditures

Head Workshop Teacher (2014 - 2016): Responsible for leading the planning and teaching improvisation workshops twice a week

Dude Report (2011 - 2012)

Emmy award winning content creator for a weekly comedy segment

Awarded by the Mid-Atlantic Chapter of the National Academy of Television Arts & Sciences

Boyscouts of America (2001 - 2012)

Den Chief for Cub Scout Troop 654: helped cub scouts progress through ranks and learn various skills

Attended and manned station at yearly Cub-o-Ree (2006 - 2012) wherein we taught cub scouts survival skills