

Andrew Keegan McLamb – Game Designer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA
Master of Entertainment Technology May 2021

University of Maryland, Baltimore County (UMBC) Baltimore, MD
Bachelor of Science in Computer Science (Cum Laude) – Game Design Track May 2019

- **Relevant Coursework:** Discrete Structures, Data Structures, Social and Ethical Issues in IT, Probability and Statistics for Scientists and Engineers, Software Engineering, Principles of Operating Systems, Intro to AI, Design and Analysis of Algorithms, Computer Graphics, Database Management Systems, Information Retrieval, Capstone Games Group Project, and History and Theory of Games
- **Honors & Awards:** UMBC Premier Merit Scholarship Award, Dean's List

ADDITIONAL SKILLS

- Proficient in the C++, C, and Python
- Proficient in MS Word and MS Excel
- Experience writing a nonlinear story using Twine
- Experience using GitHub and Perforce

ACADEMIC PROJECTS

Building Virtual Worlds, Programmer, ETC Fall Semester 2019

- Engineered games or interactive experiences in 5 rounds, each consisting of two-week sprints working in interdisciplinary teams of 5, two programmers, two artists, and a sound designer, that were different each round.
- Integrated non-traditional input devices such as, Magic Leap, HTC Vive, Leap Motion, Oculus Rift S and Valve Index.
- Gave and received feedback one week in to iterate on our original ideas.
- Deepened my understanding of Unity and learned how to collaborate with another programmer on a small project.

Capstone Games Group Project Class, Game Design Lead and Programmer, UMBC

Escape to Planet Earth

Spring Semester 2019

- Designed a point and click puzzle game with the unity game engine for my capstone game group project class. Performed work under a scrum-style agile development format.
- Part of 4-person team that consisted of two programmers and two artists.

History and Theory of Games, Game Design Lead, UMBC

Under-powered

Spring Semester 2019

- Prototyped a deck-building card game about electricity production and carbon emissions.
- Experimented with the idea of the game not being fun to play to support the lesson that polluting the planet for a profit is a bad thing.
- Part of 4-person team involving three students with an art background and a student with a programming background.

Software Engineering, Documentation Lead and Programmer, UMBC

JUSTICE

Spring Semester 2018

- Created a data visualization web application for a project sponsored by Next Century Corporation during my Software Engineering course.
- Part of 4-person team that consisted entirely of programmers.

PERSONAL PROJECTS

International Game Developer Association, Annual Board Game Jam, Pittsburgh, PA

Glyph

October 2019

- Prototyped and iterated a four-player stone placing puzzle game where players try to maximize points by filling personal shapes, that represent different language characters, with colored stones that are worth more to them based on a randomly assigned color value sheet.
- Part of 5-person team involving 2 students with a programming background and 3 students with an art background.