ANDREW DETERESA
GAME DESIGNER

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💼 https://andrewdeteresadesi.wixsite.com/andrew-deteresa-game

SKILLS

TECHNICAL

- Unreal Engine Blueprinting
- Unreal Engine C++ Coding
- Perforce/ Github
- Unity
- Adobe Creative Suite

PERSONAL

- Fast Learner
- Punctual and attentive to detail
- Always eager to learn more

MISCELLANEOUS

- Jira / Confluence
- Microsoft Office
- Adobe Creative Suite
- Audacity
- QA Testing

EDUCATION

BACHELOR OF SCIENCE GAME DESIGN

Full Sail University | Winter Park, FL

2020 - 2023

PROFILE

I'm an avid gamer whose dream is to help create amazing games for players to enjoy. When I'm not trying to improve my game design skills and stay up to date on the latest techniques, I enjoy streaming my gameplay over on Twitch, or visiting various Anime, Comic, or Gaming Conventions to either attend or help staff when possible. Proficient in **Unreal Engine.** Experienced team worker, skilled in communicating using the websites **Jira**, **Trello**, and **Confluence.** Adept at using version control software like **Perforce** and **Git.**

WORK EXPERIENCE

CONVENTION STAFFER

Reedpop Exhibitions

2018-2018

- Provided attendees with directions so they could reach their destination in a safe and timely manner.
- Ensured all guests were lined up in an orderly fashion, while also making sure the line followed the NYC fire marshal and safety laws and regulations.
- Ensured guests were able to fully enjoy the event while also feeling safe.

INVENTORY SPECIALIST

RGIS Inventory Control

2019 - 2022

- Provided Inventory counts for Retail, grocery, and pharmacies stores.
- Ensured the client was getting a quick and accurate inventory count that reflected what they currently had in store.

Game Designer

Clever by Concept

2023 - 2024

- Created and implemented Gameplay Mechanics using the Unreal Engine 5 Gameplay ability system and C++ coding.

Digital Photo editor

MeepFrog Games

2025 - Present

- Used Adobe Creative Suite to edit and/or correct any photo imperfections that clients would request, while ensuring that the finished pictures were ready to be sold as prints to customers.