Andrew P. Lundell

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Summary

Programmer with strong C and C++ skills and experience with games, and virtual reality training simulations..

Languages / Platforms / Tools

- C, C++, Objective-C, C#, Java, Lua, Javascript
- Windows, Linux, Android, iOS
- Visual Studio, XCode, Eclipse

- SVN, CVS, GIT
- Python, Perl, Bash, HTML, XML, JSON,
- SQL

Shipped Titles

(Venan) **Space Miner Wars** - Massively multi-player action-shooter and base defense game. (iOS/Android)
> Role : Programmer - Major contributor to both client and server. Created several internal tools for managing game data. Contributed to the product's technical design.
> Technologies used : Couchbase, SQL, OpenGL, C++, Java, Lua

(Venan) **Book of Heroes** - Mobile MMORPG (iOS/Android)
> Role : Maintenance and bug fixes as needed.

(VRSim) **SimSpray** - Virtual reality spray paint simulator / trainer. (Windows)
> Role : Lead Programmer - Responsible for both technical design and implementation.
> Technologies Used : Torque Game Engine, Polhemus Magnetic Tracking, DirectX

(VRSim) **VRTex360** - Virtual reality welding simulator / trainer. (Windows)
> Role : Lead Programmer - Responsible for both technical design and implementation, and coordinating with 3rd party hardware engineers.
> Technologies Used : OpenSceneGraph, OpenGL, CUDA, Polhemus magnetic tracking, custom hardware.

(VRSim) **SimWelder**, **EndeaVR**, and *other virtual reality products*. (Windows/Linux/Irix)
> Role : Programmer. Responsible for development and testing.
> Technologies Used : OpenSceneGraph**,** SGI Performer, Polhemus tracking, Motion Analysis optical tracking

Work History

Programmer
(August 2013 - November 2015)
Venan Entertainment Inc.   Middletown, CT, http://www.venan.com/
- Substantially contributed to mobile space shooter/base-building game "*Space Miner Wars*"
  - Utilized Couchbase for managing user data on the massively multiplayer server.
  - Utilized SQL for managing gameplay database, and localisation data,
  - Created significant portions of the game's user-interface and gameplay.
  - Created internal tools for processing game database and strings databases.
- Bug fixes and other minor updates as needed, to existing mobile MMORPG "*Book of Heroes*"

App Developer/Contractor
(April 2011-August 2013)
- Developed, Android/iOS and cross-platform apps for customers.

Lead Programmer
(April 2008 – April 2011)
VRSim, Inc. New Britain, CT,   http://www.vrsim.com/
- Responsible for a team of 4 programmers (plus myself.)
- Responsible for software architecture and design.
- Responsible for code reviews, build maintenance.

Programmer
(February 2005- April 2008)
VRSim, Inc. New Britain, CT,   http://www.vrsim.com/
- Responsible for implementing Scripting Languages, and internal tools.
- Worked on custom virtual reality installations for clients including Pratt&Whitney, Lockheed Martin, Flight Safety International, and the United States Army.
- Worked with motion capture technology.

Education

- **B.S., Computer Science, University of Massachusetts Lowell, Lowell, MA**
- Associate Degree, Computer Science, Northern Essex Community College, Haverhill, MA