

# ANDREW LOHMANN

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## SUMMARY

Accomplished game designer and developer, with experience that includes AAA console games, educational games, VR, AR, and a casual mobile game. Has a great passion for games as a medium for both entertainment and education.

## PROFESSIONAL EXPERIENCE

**Self-Employed**, June 2016 – present New York, NY & Bellevue, WA  
*Game Developer & Designer*

- Jan. 2019 – Designed and developed "RingDing," a hyper-casual Android game made in the Unreal Engine
- Jan. 2017 – Lead developer/designer on "Don't Look Away," an Oculus Go/Gear VR game made in Unity with C#
- Oct. 2016 – Designed and developed "Halloween Maze VR," a Google Cardboard VR game made in Unity with C#
- July 2012 through July 2016 – Designed outdoor physical games that were presented for children, adolescents, and adults at the New York Come Out and Play Festival.

**MindFare, Inc.**, October 2019 – present Bellevue, WA  
*Unity Developer*

- Developed mobile app prototypes in Unity with C#, using touchscreen and gyroscope functionalities

**Bose Corporation (Short-Term Project)**, July 2019 – Aug. 2019 Seattle, WA  
*Game Developer & Designer*

- Mentored a student team to design and develop an audio-based AR game for Bose Frames and advanced headphones

**Aquent**, June 2019 – Aug. 2019 Seattle, WA  
*UI Developer*

- Worked with 343 Industries to document and analyze UI code for the "Halo: The Master Chief Collection" PC port
- Made recommendations for how to extend and update C++ and ActionScript code from an older version of the game

**Scholastic**, Feb. 2015 – Sept. 2018 New York, NY  
*Junior Digital Developer (2015), Associate Producer (2016), Digital Developer (2016-2018)*

- Developed hundreds of educational games for grades K-6, using Flash, ActionScript, and JavaScript
- Designed two math games to teach unit/rate conversion skills and ratios for middle school students
- Managed content on Scholastic's online magazines with Adobe Experience Manager, HTML, CSS, and JS

**IBM & Tribeca Film Festival (Short-Term Project)**, April 2018 New York, NY  
*Game Developer & Designer*

- Worked in a small team to design and develop a game using IBM's Watson AI speech recognition, in Unity with C#
- Showcased the finished game at the 2018 Tribeca Film Festival, on behalf of IBM

**Facebook (Short-Term Project)**, March 2018 New York, NY & San Francisco, CA  
*Game Developer & Designer*

- Worked with a small team to design and develop a game for the Facebook Instant Games platform, using PlayCanvas
- Showcased the finished game to other industry members at Facebook's booth at GDC 2018

**Avalanche Studios**, Dec. 2013 – Jan. 2015 New York, NY  
*UI Developer*

- Programmed the front-end functionality in "Just Cause 3" for PS4, Xbox One, and PC - including UI components such as HUD widgets, menu systems, video galleries, and parallax animation systems
- Completed game design/score balancing tasks using Excel under the supervision of the Senior System Designer

**212DB**, July 2013 – Sept. 2013 New York, NY  
*ActionScript 3 Programmer*

- Brought "GIG-IT," a 3D concert simulator featuring leading music industry artists, to Facebook
- Added new UI and gameplay features in ActionScript 3, while using Flare3D and Facebook user data

## **ADDITIONAL WORK**

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- **Volunteer for HomeAgain VR** to bring VR experiences to senior care facilities in the Seattle area
- **Volunteer for FIRST Robotics** to help organize their 2010 and 2013 New Jersey Regional competitions
- **Nominated for "Student Game of the Year"** at 2017 Bit Awards in New York City
- **Winner of "Most Innovative Game"** at 2014 Philadelphia Game Jam at the Philly Game Forge
- **Site Coordinator & Manager** of 2012 TCNJ Global Game Jam
- **Co-Founder & President** of Magic Circle: Game Design at TCNJ, 2010 – 2012

## **EDUCATION**

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**The College of New Jersey**

Ewing Township, NJ

**B.A. in Interactive Multimedia**, GPA: 3.67, December 2012 - Dean's List 2008 through 2012

## **SKILLS**

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**Languages:** C#, ActionScript, Blueprints for Unreal, JavaScript, HTML, CSS, Java

**Development Tools:** Unity, Unreal, Flash (Animate), Photoshop, Maya, Audacity

**Additional Tools:** Trello, SourceTree, JIRA (Atlassian), Git, Perforce, Microsoft Visual Studio