Andrew Vogt

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EDUCATION

MICHIGAN STATE UNIVERSITY   **JAN 2022 - DEC 2024**

BA in Games and Interactive Media

Activities:

- Designed UI for a hypothetical game
- Wrote a narrative and dialogue for hypothetical games
- Designed print & play games
- Studied the history of games, their role in society, and issues concerning the industry
- Designed games for educational use
- Participated in club game jams

PROJECT HIGHLIGHTS

BACKYARD BRAWL (15 WEEKS)

A party game with two modes centered on collecting and depositing items in competition for points.

Role: Technical Designer

- Designed levels across multiple game modes
- Developed map and collectible hazards
- Documented design decisions with the design team
- Collaborated with artists, designers, and programmers
- Created visual effects using unity's shader graph and vfx graph
- Designed and implemented unique game mechanics

STAR WARS DARK RIDE (5 WEEKS)

VR dark ride where the player is a jedi fighting through a spaceship.

Role: Level Designer

- Created a dynamic environment using premade structures
- Placed enemies and obstacles to be fun, yet slightly challenging.
- Worked with Unity's lighting system, setting up lighting for the level

PROGRAMS

- Unity engine
- Github + Github desktop
- Visual Studio
- Wwise
- Adobe Creative Cloud
  - Photoshop, XD, Premier Pro, etc
- Microsoft Suite
  - Word, Excel, PowerPoint, etc

SKILLS

- C# Programming language
- Game mechanics design
- Level Design
- 2D and 3D animation
- C++ programming language (entry level)
- Japanese language (elementary)