

# ANDY KING

*Gameplay Scripter  
Application Programmer*

## CONTACT INFO

1andyking1@gmail.com  
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**925.872.1756**

## EDUCATION

*Associate's Degree in Computer Science  
Certificate in Advanced C++ Programming  
Certificate in Program Design  
Certificate in Computer Architecture  
**Diablo Valley College**  
Pleasant Hill, CA. | 08.2012 – 05.2015*

*Bachelor's Degree in Computer Science  
**California State University, East Bay**  
Hayward, CA | 09.2015 – present*

## SKILLS

C, C++, C#, PHP, HTML, CSS | *Adv. Proficiency*  
Visual Studio Ultimate '15 | *Adv. Proficiency*  
Call of Duty Script | *Adv. Proficiency*  
Server & Client Scripting | *Adv. Proficiency*  
Radiant | *Adv. Proficiency*  
Sublime Text & Notepad++ | *Adv. Proficiency*  
Adobe Creative Suite CS3+ | *Adv. Proficiency*  
Audition CS5.5 + Audacity | *Adv. Proficiency*  
Python, Swift, Objective C | *Proficient*  
BSP Mapping | *Proficient*  
Effects Ed | *Proficient*  
Maya 8.5 + '13 | *Proficient*

## REFERENCES

*(to be contacted by request)*

### **Neils Hansen**

*YouAlwaysWin YouTube Channel  
business@youalwayswin.com  
**Skype: ng\_t\_gunns4hire***

### **Gary Satterfield**

*HOA Accounting Services, Inc  
gary@hoa-accounting.com  
**925.698.1515***

## PROFESSIONAL EXPERIENCE

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### **OWNER & FOUNDER** | *ugx-mods.com* | *06.2010 – present*

- Active online community focused around creating and hosting maps/modifications for Call of Duty: World at War (PC).
- 200,000 registered members, 1,078,888 unique users and 2,614,074 views for the 2015 year, which is double the performance of last year.
- Lead a staff of 12 people who manage the day to day proceedings and maintenance of the site.

### **LEAD DEVELOPER** | *UGX Mod Standalone* | *10.2011 – present*

- Total Conversion Mod for Call of Duty: World at War custom zombie maps.
- Designed specifically to be installed by mappers for their own custom maps.
- Personally wrote over 17,000 lines of gamescript to create the custom gamemodes, custom ai, special weapons/tools, reward/upgrade system and stats system that make up the core of the mod, following my own established coding practices for this language. More info at <http://andy-king.me/work/ugxmod.html>
- Lead a team consisting of 3 3d modelers/animators, 3 scripters, and 2 QA testers to assist with development.
- Wrote, filmed narrated and edited over 30 YouTube videos (3-15 minutes in length) which explain, demonstrate and showcase all of the features I developed for the mod.

### **LEAD DEVELOPER** | *UGX Requiem (map)* | *10.2014 – 10.2015*

- Voted one of the five best maps of 2014, Requiem took the modding community by storm with its innovative objectives and unprecedented detail.
- Scripted an elaborate set of objectives on the map involving shooting targets with flying zombies, shooting meteors in the sky, solving puzzles, finding parts to build things with, and more (2,500+ lines of optimized code).
- Detailed info with media can be found at <http://andy-king.me/work/requiem.html>