

# Andy M Wallace

## Work Experience

*Golden Ruby Games - New York, NY (June 2012 - Current)*  
Leading the design and programming of iOS games that use the unique hardware of smart phones and tablets to create new game mechanics.

*YesYesNo - New York, NJ (Summer 2012)*  
Coded for artist Zach Lieberman on an interactive installation for the London Olympic Games, in which user-generated dialogue was translated into color and used to light up hundreds of large balloons.

*Internal Drive Tech Camps - New York, NY (Summer 2011)*  
Instructed aspiring programmers in C++ and Javascript ages 12-17.

*SMALLab - New York, NY (Summer 2011)*  
Converted a series of education motion capture games, which use SMALLab's innovative top down projection and infrared camera array, from Java to ActionScript 3. Improved and updated the design of the games.

*Olga Bell - New York, NY (Summer 2011)*  
Worked with and artist Zach Lieberman and musician Bell to create a music video for her song *Chase No Face*. Programmed an application using C++, openFrameworks and a Kinect that uses face tracking technology to project sound reactive masks on the performer's face live.

*GendeRevoluion - Columbia University NY (December 2010)*  
Designed and programmed, using Flash and Photoshop, Columbia's first interactive map of gender-neutral bathrooms on campus.

*Carter Hodgkin - New York, NY (October 2010)*  
Programmed a particle system in Processing, in which particles explode and solidify into words over time, that was used as a reference piece for a mosaic project.

*Fever Creative - New York, NY (Winter 2009 - Summer 2009)*  
Used Flash to dynamically animate eight dancing characters and sync up lyrics for interactive art project *Fever Karaoke*.

## Education

*Parsons The New School For Design - New York, NY (May 2012)*  
Master of Fine Arts in Design and Technology

*Fordham University - New York, NY (May 2010)*  
Bachelor of Arts in Computer Science  
Departmental Honors

## References

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## Skill Overview

### Game Design

I recieved my MFA from Parsons' Design and Technology program, where I focused on game design. I have been creating games, both for myself and clients, for the better part of a decade. These games have been featured in many publications, including Gamasutra.com, FastCo Design & Engadget.

### Programming

I have extensive experience programming interactive applications in a variety of languages and environments. These projects have often involved physical elements and interfaces.

## Computer Skills

openFrameworks	Flash
ActionScript 3	Photoshop
C++	Unity 3D
Java	XCode
Java Script	Microsoft Office,
Processing	Circuit-Building
Arduino	
HTML	

## Awards

Indiecade Festival Of Independenet Games Finalist 2012

Featured Game Come Out & Play San Francisco 2012

Judge's Choice award CASTLE LAB: PARSONS X BABYCASTLES game jam - 2011

Browser Game of the Week - IndieClick.com - July 2009