

Andrew McGregor

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Skills: C++, OpenGL, Lua, Ruby, Rails, Javascript, Angular, React, D3, Git, Linux, AWS, SQL, HTML, CSS, Blender

Current:

Independent Game Developer - [Polynomics](#) (New York, November 2014 - present)

I'm developing an economics simulation game with a strong educational component, but also drawing inspiration from traditional city building games for a wider gaming audience. Mostly focused on programming to date, which has included building the underlying engine. I've also worked to a lesser extent on 3d modeling, sound design and marketing.

Recent Projects:

[International Trade Visualization](#) - <https://github.com/andmcgregor/econ> (May 2016)

A side project to visualize international trade statistics for goods, as categorized by the Harmonized System, using data from the UN COMTRADE database. I was interested in experimenting with 3d web technology and to learn/build something using React.

Past:

Software Developer - [Wunwun](#) (New York, June 2014 - November 2014)

First engineering hire, worked predominantly on internal tools and the dispatching application powering the company- also took an active role in development of the employee and consumer facing mobile applications.

Software Developer - [Take The Interview](#) (New York, October 2013 - June 2014)

Took an active role in building new features as well as fixing existing bugs in the legacy codebase. Worked on various APIs for mobile applications and supporting applications, also learned Backbone and led initiative to rebuild a significant amount of the user interface.