

# Andrew Keegan McLamb – Game Designer

(410) 790-0350 | dkmclamb@comcast.net | andrewmclamb.com

## EDUCATION

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**Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA**  
Master of Entertainment Technology

May 2021

**Relevant Coursework:** Game Design class with Jesse Schell

**University of Maryland, Baltimore County (UMBC) Baltimore, MD**  
Bachelor of Science in Computer Science (Cum Laude) – Game Design Track

May 2019

**Honors & Awards:** UMBC Premier Merit Scholarship Award, Dean's List

## SKILLS

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- Proficient in C, C++, C#, and Python programming languages
- Proficient with MS Word and MS Excel
- Experience with version control software: GitHub and Perforce

## ACADEMIC PROJECTS

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**Game Pre-Production Project, Game Designer, ETC**

Spring Semester 2021

**Peck-age Delivery**

- Semester long project working in an interdisciplinary team of 6, three artists, and three designers.
- Ideated gameplay mechanics and systems that went into a 120-page game design document.
- Created a proposed development schedule and from that an estimated budget for the project.

**PicoCTF Client Project, Game Designer, ETC**

Fall Semester 2020

**Adruppian Odyssey**

- Semester long project working in an interdisciplinary team of 6, three programmers, two designers, and one artist.
- Helped create a companion game meant to increase engagement in a two-week long cybersecurity challenge solving competition.
- Gained economy design experience as I created and balanced the resource management and idle game elements of the game.

**Game Pre-Production Project, Game Designer, ETC**

Spring Semester 2020

- Semester long project working in an interdisciplinary team of 6, one programmer, a character artist, an environment artist, two designers, and one producer.
- Helped produce design documents and a Whitebox prototype for our preproduction package that we will hand off to a different team next semester so that they can finish the work that we started.
- Gained experience collaborating with another designer, both on the same task and separate tasks.

## WORK EXPERIENCE

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**National High School Game Academy, Game Design/Programming TA, ETC**

Summer 2020

- Created and gave game design lectures, along with programming lectures, to the 100 students in the program.
- Advised teams of students as they remade a classic game and later worked on their own creations.
- Mentored five specific students, answering any questions they had about the program, college, or what it was like studying at the ETC.

## PERSONAL PROJECTS

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**International Game Developer Association, Annual Board Game Jam, Pittsburgh, PA**

**Glyph**

October 2019

- Prototyped and iterated a four-player stone placing puzzle game where players try to maximize points by filling personal shapes, that represent different language characters, with colored stones that are worth more to them based on a randomly assigned color value sheet.
- Part of 5-person team.