

# AndyChmilenko

Physicist, Game Programmer

## /contact

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## /programming

C++, C#, Java,  
Flash AS3, Python  
HTML, CSS, PHP,  
MySQL, JSON, XML

## /libraries /engines /tools

Ogre3D, PhysX,  
BOOST, Lua, dislin,  
DirectX, OpenGL, XNA,  
Unity3D, VisualStudio,  
Eclipse, Github, Adobe  
Suite, 3DS Max, L<sup>A</sup>T<sub>E</sub>X

## education

- 2008–2015 **Bachelors** of Science The University of Waterloo  
Honours Physics – Astrophysics Specialization
- 2010–2013 **Ontario Advanced Diploma** George Brown College  
Game Programming – Video Games and Programming Skills

## experience

- 2011-2013 **Snowball Inc.** Ontario, Canada  
*Lead Programmer*  
Worked with a small team to create a physics based mobile game using Unity3D deployed on the iOS using Apple's Game Center to create leaderboards and online turn-based play with friends.
- Detailed achievements:
- Created and integrated a custom UI system and elements using GUI's texture system.
  - Created serialization and playback system for Tutorials and online move playback.
  - Created AI that can challenge the player in 1v1 play modes.
  - Made custom physics optimizations for more realistic and functional gameplay physics.
- 2010 **George Brown College Office of Research and Innovation** Ontario, Canada  
*Programmer*  
Developed a tool for health and safety training using Flash AS3 and Zinc to create a desktop application to can be used to import and arrange assets allowing the user to build lessons and training modules that can be deployed through web portals.

## published Titles

- 2015 **Finger Treadmill** Android (Java, libGDX)  
Personal project with a colleague. A simple swiping game to exercise finger and wrist muscles.
- 2015 **Lunar Command** Windows Phone 7.1 (C#, XNA, PHP, MySQL)  
Personal project, a spinoff of an assignment done in 2011, it's a Missile Command type game with some enemy variants with added online leaderboards support for high score tracking.
- 2011, 2012 **Lights Off 3D** Windows Phone 7.1 (C#, XNA), Android (Java, libGDX)  
Personal project, a puzzle game that's an extension of Lights Out projected onto the surface of a cube in 3D.
- 2011 **CodeMaster** Windows Phone 7.1 (C#, XNA)  
Personal project, a puzzle game that's a Mastermind clone.

## current activities

- 2013-present **C++ Game Engine / Game** Visual Studio, Ogre3D, PhysX 3.x, BOOST  
Using Ogre3D, PhysX 3.x, and BOOST to create a cross platform game engine as hobby to polish my skills and well to one day hoping release the engine for others to use and create a game that can be deployed onto multiple platforms including mobile that allows for turn-based and real time networking capabilities.
- 2005-present **Web-host/server maintainer** Windows Server 2012, various  
Maintain and use a personal computer as a dedicated server running various websites and services using the Windows Server product line.

## interests

**professional:** physics programming, programming optimization, computer hardware and electronics, servers, networking and network programming, problem solving and puzzles

**personal:** drawing and animation, animated films and shows, violin, go (board game), gadgets, competitive gaming, board games, interesting facts and trivia