

ANDREW FRATICELLI

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Languages: English, French

SENIOR DEVELOPER (web, mobile, VR)

- **Interaction-focused:**
 - Games
 - Creative tools
 - Dynamic/procedural graphics & animation
- **Strong debugging & problem-solving skills**
 - Good at isolating & resolving issues, in my own code or others'
- **Strong planning & documentation skills**
 - Good at determining & summarizing a course of action

SKILLS:

- **Virtual Reality**
 - Experienced with desktop VR (tracked controllers) & mobile VR
 - Comfortable with matrix & quaternion math for gestural input
 - Understanding of GLSL & raymarching techniques for advanced visual effects
 - Understanding of rendering pipeline, for efficient performance & VR-friendly frame rates
- **HTML5**
 - **JavaScript**
 - WebVR, WebGL
 - Canvas2D
 - Web Audio
 - Networking (Firebase)
 - **Mobile optimization**
 - Performance optimization
 - Download optimization
 - Touch & orientation input
 - **CSS3**
 - 3D
 - animation
 - blending
- **Flash**
 - ActionScript 3
 - Asset integration from Flash into other engines
 - Adapting for AIR mobile export
- **iOS** (Swift, GL)
- **Unity** (& optimizing for mobile)
- **Photoshop** (slicing & export, automation)
- **After Effects**
- **PHP & SQL**

Awards:

2014

Watch Dogs Live - 2014 CMA Best of the Best Award

<http://www.the-cma.org/newsroom/2014/ubisoft-publicis-take-home-top-cma-award-for-watch-dogs-live>

I was one of the game designers for this alternate-reality promotional game, and was responsible for the main concepts behind its map-based gameplay.

Work Experience:

2016 – 2018

VR App Developer

Contract work for AltspaceVR

- Development in JavaScript with ThreeJS and A-Frame
- Networking in Firebase, synchronizing gameplay activity across latency
- Design of VR user interfaces, for use with a variety of input methods
- Procedural animation of simple characters to respond to user activity

2014 – 2015

iOS App Developer

Self-employed

- Development in 'Swift' language
- Custom GLSL shader code
- Interface design, documentation
- Integrating various libraries for asset import & export
- Integrating posting multimedia content to social networks

2006 – 2014

Senior Game Developer (HTML5 & Flash)

Fidel(ID) Innovation+Design Inc

- Engine development (rendering, physics)
- Developing multi-user virtual world networking system
- Game concept design & refinement
- Implementation of provided game concepts
- Researching & selecting appropriate technologies to build on
- Debugging, resolving others' problems
- Efficient integration of provided assets
- Creation of dynamic graphical/gameplay effects
- Optimizing graphics systems for mobile performance

Education:

2003 – 2006

DEC in Techniques d'intégration multimédia

Collège de Maisonneuve, Montréal

2000 – 2003

DEC in Liberal Arts

John Abbott College, Montréal

Portfolio: <http://andrew.fraticelli.info/>