

Andy Sage

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1740 N 9th Street Rd. Apt 12, Lafayette, IN 47904

Objective: A position in production or quality assurance with a video game development company.

Education / Merit-Based Awards

- **Bachelor of Science: Computer and Information Technology** (expected May 2010)
Purdue University, West Lafayette, IN
Cumulative GPA, Spring 2010: 3.84 / 4.00
Enrolled in University Honors Program; graduating with honors seal
- National Merit Finalist; received National Merit award – 4-year tuition scholarship
- Received Indiana Top Scholar reward at Purdue – 4-year full tuition scholarship
- Received Purdue University Academic Success Award – 4-year tuition scholarship

Game Development Projects / Awards

- **I/ITSEC Education Arcade Finalist** – Macromedia Flash, **November 2009**
Contributed QA, production, and audio work to this acclaimed educational game, developed by Zeitgeist Games for the U.S. Defense Acquisition University.
- **Gamasutra-Featured Game Design Concept** – **March 2009**
Won game development blog Gamasutra's "Games of 2020" contest with a music game concept.
- **Custom Song Modules for *Guitar Hero* and *Rock Band*** – PlayStation 2, **2007-2009**
Created fully playable songs from original stem recordings; all aspects of gameplay customized.
 - **Custom Song Collaboration:** Worked with California-based band The Kimberly Trip to create and record *Guitar Hero* and *Rock Band* gameplay footage for select songs. Videos are used during the band's live performances.

Technical Skills

- **Operating Systems:** Windows 95/98/XP, various Linux distributions, Mac OS X
- **Programming Languages:** HTML/CSS, PHP, Javascript, SQL and PL/SQL, Java
- **Selected Software:** Adobe Photoshop, Adobe Audition, Microsoft Office, Steinberg Cubase, Cakewalk SONAR, ERwin Data Modeler, Macromedia Flash, Cockos REAPER, Bugzilla

Work Experience

- **Rock Band Network Author** – Rhythm Authors (online/contracted) – **August 2009 - present**
Cooperate with other authors to develop, test, and publish songs for the Rock Band Network.
- **Production Intern** – Zeitgeist Games, Oviedo, FL – **Summer 2009**
Performed various production-, audio-, QA-, and design-related duties for several game projects.
- **IT Intern** – Northwestern University, Evanston, IL – **Summer 2007, Summer 2008**
Maintained and developed Northwestern's web site and related web sites as part of the IT team.

Professional Portfolio: Available online at <http://www.pksage.com>

References available upon request