

**GEORGE
"ANDY"**

MECHALAKOS

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WORK EXPERIENCE

QUINNIPIAC UNIVERSITY (Hamden, CT) Summer 2017

Game Programming/ Design Internship

Manager / Supervisor - Jonah Warren & Sheila Moloney

Funded by an innovation grant, my teammate, Ryan O'Hara and I designed an educational game known as Ligand Quest, that teaches the basics of Pharmacology

MEMORIAL SLOAN-KETTERING CANCER CENTER (New York, NY)

Data Migration Assistant Summer 2016

Manager / Supervisor - Grace Tang

Collated and transferred assurance data for medical linear accelerators to Excel
Worked with software that stores and summarizes quality assurance data

Data Migration Assistant Summer 2014

Manager / Supervisor - Andrew Jackson

Transferred archived patient data from an Alpha-based to a PC-based system

EDUCATION

QUINNIPIAC UNIVERSITY (Hamden CT) September 2014 - present

Major - Game Design and Development (BA anticipated May 2018)

FESTIVALS & CONVENTIONS

PLAY NYC (New York City, NY) August 2017

Showcased personal game "Bullet Quest" to a large crowd of 4000+

CITY WIDE OPEN STUDIOS (New Haven, CT) October 2015

Showcased student made games to the public

GAMEFEST (Rensselaer Polytechnic Institute, Troy, NY) April 2015

Entered competition to showcase the game Phase Shift

PORTFOLIO

ANDYMECH.WEEBLY.COM

EXPERIENCE IN

Programming in C# . Unity Game Engine . PC Building . Javascript & HTML
Coding . Video Editing . Adobe Photoshop & After Effects

PERSONAL SKILLS

Works well under pressure

Able to work independently or as part of a team

Beginner Japanese