

# ANDREW JOHN BERTINO

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## EXPERIENCE

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### Electronic Arts Tiburon → Orlando, FL

*UI Scripter - NBA LIVE* → January 2012 - Present

- Script various UI elements including frontend and in-game components.
- Assist in the design and planning of mocks and new user interface elements.
- Fix various UI bugs and processes throughout the development cycle.
- Work within a Scrum framework, tracking hours, and participating in sprint planning.

*Metrics Intern - Various Titles* → September 2011 - December 2011

- Delivered daily and weekly metrics reports for several EA Sports online/Facebook titles.
- Maintained and updated telemetry Dashboard to include new graphs and metrics analysis.
- Worked with various team members and across teams to ensure metrics data validity.
- Performed ad-hoc analysis and other queries using MySQL.

### Florida Interactive Entertainment Academy → Orlando, FL

*Producer/Scripter - Nexus* → December 2010 - August 2011

- Designed and implemented frontend menus and UI using Scaleform in UDK.
- Constructed levels in UDK, including gameplay scripting using Kismet.
- Managed and facilitated the project schedule.
- Organized and maintained a Perforce structure for a team of 19.
- Monitored and recorded playtesting sessions and analyzed playtest data.
- Designed instruction manual, disc, and cover art for the game.

### Real Estate Data Services & Commercial Print & Copy → Tallahassee, FL

*Webmaster* → September 2005 - June 2010

- Designed and maintained a searchable database website for a Mayoral campaign.
- Developed a PHP based personalized URL marketing system.
- Heavily used Microsoft Excel including creating custom macros and pivot tables.

## SKILLS

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### Languages

- HTML
- CSS
- ActionScript
- PHP

### Software

- Microsoft Excel/Word/PowerPoint
- Perforce
- Adobe Photoshop
- Adobe Flash

- Hansoft
- FlashDevelop
- DevTrack
- Microsoft Visio

## EDUCATION

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### University of Central Florida

**Florida Interactive Entertainment Academy** → Orlando, FL

*Masters of Science, Interactive Entertainment*

**Graduated:** December 2011 → **GPA:** 4.0

**Florida State University** → Tallahassee, FL

*Bachelors of Science, Information Technology*

**Graduated:** August 2008, Magna Cum Laude → **GPA:** 3.9

**Awards:** 2011 IGDA GDC Scholar