ANDREW NAIMOU

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I am a team-oriented professional looking to leverage my technical, creative, and interpersonal skills in the gaming industry to deliver exceptional interactive experiences. Drawing on a well-rounded technical background, I consistently demonstrate the ability to rapidly acquire new skills and adapt to evolving project requirements. I believe in fostering collaborative relationships and am enthusiastic when working toward common goals.

GAME DEVELOPMENT

01/2023 – PRESENT

ETHERAL – SOLO INDIE TOP-DOWN ARPG

Design
- Designing across all applicable domains, including combat, level, narrative, and systems
- Incorporating principles from, but not limited to, MDA, Bartle's Gamer Types, and Lazzaro's Abstract: Why We Play Games
- Utilizing Reallusion Character Creator and Unity Asset store for Art Assets
- Retexturing and remodeling art assets in Photoshop and Blender
- Producing and recording custom music in Logic Pro and FLStudio

Development – Unity & C#
- Developing gameplay systems, including Combat and Spells, FSM for characters, Event and Conditions, Player Controller, in-scene Dialogue and Cinematics
- Employing designer focused architecture through custom inspectors and tools

PROFESSIONAL EXPERIENCE

07/2021 - PRESENT

DIGITAL TECH DEV CONSULTANT, ACCENTURE

Team Lead/Lead Business Analyst – Global Equipment Manufacture
- Orchestrating effective coordination as Team Lead for multinational development team
- Work closely with UX Designer to provide guidance on development comps and ensure alignment with user stories while enhancing digital product experience
- Leverage Azure DevOps for project management and craft user stories with comprehensive acceptance criteria
- Collaborating with Product Owner and Lead Devs to collect and enhance requirements for new features
- Ensure quality work through reviewing test defects and tracking resolution until deployment

Platform Architect – Global Retail Pharmacy:
- Provided functional and technical expertise to plan, analyze, define, and support the integration of OneTrust SaaS solutions
- Drove IT Governance in highly complex environment

Digital Strategy – Regional Utility Company
- Analyzed client's digital maturity and created a remediation roadmap

- Reimagined and blueprinted operational methodology through organizational restructure and adoption of Agile values to improve client work environment

08/2018 – 07/2021
SYSTEMS ADMINISTRATOR, <u>OAKLAND COMMUNITY HEALTH NETWORK</u>

Azure:
- Designed, developed, and implemented Azure Intune solution to manage Windows 10 devices
- Strengthened cloud security by creating and implementing Conditional Access, Device Compliance, App Protection, and MFA policies
- Maintained business continuity by managing Azure virtual network and Windows Virtual Desktop (WVD) during transition to a remote workforce during pandemic

Office/Microsoft 365 Administration:
- Identified underutilization of O365 Security & Compliance tools and took advantage of greater security suite to better harden and secure HIPAA sensitive environment.
- Designed, implemented, and supported SharePoint and Teams infrastructure to appropriately segment sensitive data between and within departments

Miscellaneous
- Saved the agency over $35,000 in annual costs by leveraging more cost-effective training and identifying extraneous licensing and hardware.
- Created onboarding and training curriculum for IT staff and business staff

SKILLS

Games: Unity generalist and C# (3.5 years), Game Design, Unity XR Interaction Toolkit, Reallusion Character Creator, Music composition, Logic Pro, FLStudio

Cloud: Azure DevOps, Azure Identity, Intune, Azure Compute Office 365 Administration, Exchange Online

Infrastructure and Security: Fortinet firewall and VPN, VSphere resource and host management, Active Directory, Group Policy, ManageEngine Suite, VoIP, LAPS for Active Directory

Interpersonal: Strong listener with an empathetic approach to understanding problems and developing appropriate solutions. Values relationship and team building. Ability to navigate high stress circumstances with clarity and calm. Confident orator with ability to explain technical concepts to non-technical persons.

EDUCATION

2023
GAME DESIGN, ELVTR

2015
B.S. EXERCISE AND SPORTS SCIENCE, WAYNE STATE UNIVERSITY
Cum Laude, Dean's List

ACTIVITIES

Game development using Unity game engine and C#. Lover of digital and board games. Brazilian Jiu jitsu practitioner, mountain biker, backpacker, and performing musician. Mediocre cook.