Andrew Hensley

Contact Information
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 [Andrew Hensley | LinkedIn](#)

Education

Associate of Applied Science in Game Development
Red Rocks Community College, Lakewood, Colorado
Graduated: May 2024

Bachelor of Arts in Hospitality, Tourism & Events
Metropolitan State University of Denver
Graduated: May 2016

Certificates
- Web Development: Front-End, Red Rocks Community College (Completed May 2024)
- Web Development: Back-End, Red Rocks Community College (Completed May 2024)
- Software Developer, Red Rocks Community College (Completed May 2024)
- Game Development, Red Rocks Community College (Completed August 2023)
- Basics of Coding with Unreal Engine, Mind Luster (Completed August 2024)
- Coding Concepts with Unreal Engine, Mind Luster (Completed August 2024)
- Japonic Languages, Mind Luster (Completed August 2024)
- Data Entry, Mind Luster (Completed August 2024)
- Scripting with Unreal Characters, Mind Luster (Completed August 2024)
- Soft Skills, Mind Luster (Completed August 2024)
- Unity 3D Game Development, Mind Luster (Completed August 2024)
- Installing Unity for Windows, Mind Luster (Completed August 2024)

Relevant Courses (Bachelor of Arts)
Sustainable Tourism, Hotel Front Office, Wine & Food Pairing, Event Catering Strategies, Global Meetings & Events, Ecotourism Planning, Hospitality Leadership, Hospitality & Tourism Law, Public Speaking

Relevant Courses (Associate of Applied Science)
Database Design and Development, Fundamentals of Unix, Introduction to SQL, Systems Analysis & Design Capstone, Game Design & Development, Advanced Python Programming, Java Programming, Networking Fundamentals, Network Security Fundamentals

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Work Experience

Lead Game Design Intern
Sports Media Inc., Remote
August 2024 – Present
- Leading a team of 6 interns to design and develop a vehicle simulation training game using Unreal Engine.
- Collaborating closely with the team lead to ensure project milestones are met.

Rural Carrier Associate
United States Postal Service, Indian Tree
August 2024- Present

Game Design Intern
Sports Media Inc., Remote
May 2024 – August 2024
- Contributed to the design and development of a game project using Unreal Engine.
- Assisted in various phases of game production, from concept to implementation.

Social Media Influencer
Sports Media Inc., Remote
June 2024 – Present
- Developed and executed marketing strategies to increase brand visibility and engagement.

Night Crew Foreman
King Soopers, Arvada, Colorado
July 2023 – October 2023

Student Learning Commons Assistant
Red Rocks Community College
August 2022-January 2023

Hospitality Industry Experience
2012 – 2022
- 10 years of experience in various roles within the hospitality industry, including event planning, hotel management, guest services, human resources, and accounting

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Game Development Projects

Emergency Vehicle Game Title (2024)
- Currently working on a vehicle simulation training game using Unreal Engine as part of an internship team of 6 interns and a team lead. (NDA in place)

Sol Hearts (2024)
- 2D racing game developed using Python and Pygame as a solo project during college.

Maxamillion The Lesser (2023)
- Text-based adventure game developed in C++.

Red Beard
-Platform game written in Python code.

Technical Skills

World Languages: Japanese Beginner A1, Mandarin Beginner A1, Spanish Beginner A1, English Fluent C2

Game Engines: Unreal, Pygame, Unity, Maya, Blender

Programming Languages: C++, Python, Java, JavaScript, SQL, HTML, CSS, Unix, C#, Blueprint, Rust, Django, Lua, Go, TypeScript
Tools & Technologies: API Integration, Agile Methodology, Machine Learning, AI, 3D Mathematics, Troubleshooting & Diagnostics, SaaS, Perforce

Software: Excel, PowerPoint, MS Word, MS Teams, Slack, Windows 10/11

Passion

"Playing & connecting through video games!"