

# ANDREW HENSLEY

GAME DESIGNER

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Empowered by my tenure at Sports Media Inc., I excel in leading game design projects, notably in vehicle simulation development with Unreal Engine. My expertise spans API Integration and Agile Methodology, enhancing team efficiency and product innovation. Proven success in boosting brand engagement underscores my dual strength in technical proficiency and strategic marketing.

## EXPERIENCE

SEP '24 - PRESENT

**Lead Game Design Apprentice** | Sports Media Inc., Remote

- Demonstrated strong teamwork and collaboration abilities through various group projects while employed as apprentice.
- Enhanced leadership qualities by taking initiative on tasks assigned.

AUG '24 - PRESENT

**Lead Game Design Intern** | Sports Media Inc., Remote, US

- Leading a team of 6 interns to design and develop a vehicle simulation training game using Unreal Engine.

JUN '24 - PRESENT

**Social Media Influencer** | Sports Media Inc., Remote, US

MAY '24 - AUG '24

**Game Design Intern** | Sports Media Inc., Remote, US

- Contributed to the design and development of a game project using Unreal Engine.

SEP '24 - PRESENT

**Youtube Video Game Influencer** | Youtube, Arvada,, CO

JUL '23 - OCT '23

**Night Crew Foreman** | King Soopers, Arvada, US

AUG '22 - JAN '23

**Student Learning Commons Assistant** | Red Rocks Community College

Red Rocks Community College, Remote, US

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

## EDUCATION

MAY '24

**Associate of Applied Science in Game Development**

Red Rocks Community College, Lakewood

MAY '16

**Bachelor of Arts in Hospitality, Tourism & Events**

Metropolitan State University of Denver, Denver

## SKILLS

API Integration

Agile Methodology

Machine Learning

AI

3D Mathematics

Troubleshooting & Diagnostics

SaaS

Perforce

C++

Python

Java

JavaScript

SQL

HTML

CSS

Unix

C#

Blueprint

Rust

Django

Lua

Go

TypeScript

Excel

PowerPoint

MS Word

MS Teams

Slack

Windows 10/11

## CERTIFICATIONS

Sports Media Inc Internship: Game Designer Certificate, 08/2024

Web Development: Front-End, 05/2024

Web Development: Back-End, 05/2024

Software Developer, 05/2024

Game Development, 08/2023

Basics of Coding with Unreal Engine, 08/2024

Coding Concepts with Unreal Engine, 08/2024

Japonic Languages, 08/2024

Data Entry, 08/2024

Scripting with Unreal Characters, 08/2024

Soft Skills, 08/2024

Unity 3D Game Development, 08/2024

Installing Unity for Windows, 08/2024

## TRAINING

Sustainable Tourism, Hotel Front Office, Wine & Food Pairing, Event Catering Strategies, Global Meetings & Events, Ecotourism Planning, Hospitality Leadership, Hospitality & Tourism Law, Public Speaking, 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

## GAMEDEVELOPMENTPROJECTS

- 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.

## LANGUAGES

English

Native

Japanese

Beginner

Busuu

Chinese (Mandarin)

Beginner

Arvada High School

Spanish

Beginner

Metropolitan State University of Denver