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Andrew Hensley

Contact Information

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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.

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\*\*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

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Passion

“Playing & connecting through video games!”

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