Hansen Harly

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Summary

Aspiring Game Programmer with 3 years of hands-on experience learning game development through personal projects and academic training. Proficient in Unity and C#, with a strong understanding of game mechanics, systems, and performance optimization. Passionate about creating engaging player experiences and continuously improving technical skills. Eager to contribute to a collaborative and creative development team.

Skills

Programming Languages & Tools:
C#, C++, Unity, Unreal Engine (Blueprints), Visual Studio, Git/GitHub

Game Development:
Gameplay Programming, AI Systems, UI/UX Implementation, Object-Oriented Design, Mobile Optimization

Other:
Team Collaboration, Agile Development (Scrum), Problem Solving, Debugging, Version Control

Projects

HellScape (PC, Solo developer)

- Built a 2D top-down shooter in Unity, programming enemy AI and shooting mechanics to create fast-paced, engaging combat.
- Designed a wave-based spawning system that gradually increased difficulty to keep gameplay challenging and rewarding.
- Developed and polished UI, health, and damage systems to provide clear player feedback and a smooth user experience.

Destroyer (PC, Programmer)

- Collaborated with artists, designers, and other programmers to implement multiplayer features, ensuring a smooth and cohesive gameplay experience.
- Designed and programmed various minigames and core mechanics to add variety and enhance player engagement.
- Implemented enemy behavior and health systems to support dynamic combat scenarios

What To (PC, Solo developer)

- Created a decision-making app in Unity that helps users make quick choices through a simple and intuitive interface.
- Designed mobile-friendly UI and seamless navigation tailored for touch devices.
- Used Scriptable Objects to manage decision data efficiently, allowing for easy updates and future scalability.

Education

George Brown College, Toronto – Game Programming,   September 2021 – April 2024

- Gained hands-on experience with Unity and Unreal Engine, developing both 2D and 3D games from concept to playable prototypes.
- Learned core programming principles in C# and C++, focusing on gameplay systems, AI behavior, and UI implementation.
- Studied core game development concepts including AI, physics, UI/UX, animation systems, and optimization techniques.