

BENJAMIN HENSCHEN

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EXPERIENCE

AUG 2021 – MAY 2022

PROJECT LEAD / PROGRAMMER, DAKOTA STATE GAME PROGRAM

- Lead a team to develop a video game called Embodiment

AUG 2020 – MAY 2021

PROGRAMMER, DAKOTA STATE GAME PROGRAM

- Developed a Game that got over 200 downloads
- Programmed a sophisticated AI that could track an agent and predict its movements

JUNE 2023 –PRESENT

OVERNIGHT STOCKING ASSOCIATE, WALMART

- Maintained customer satisfaction
- Made sure to get shelves stocked at adequate times

EDUCATION

GRADUATED DEC 10, 2022

BACHELOR'S IN COMPUTER GAME DESIGN, EMPHASIS: SOFTWARE DEVELOPMENT,
DAKOTA STATE UNIVERSITY

- Achieved Magna Cum Laude

Noteable Classes: Project and Process I & II, Project Development I & II, Discrete Mathematics, Linear Algebra,

SKILLS

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| <ul style="list-style-type: none">• Unity (4 years)<ul style="list-style-type: none">◦ UI Builder and Toolkit◦ Animator and Animations• Unreal (1 year)• Godot (1 year)• Math<ul style="list-style-type: none">◦ Linear Algebra◦ 3D Geometry | <ul style="list-style-type: none">• C#, C++, Python, HTML, Javascript• Database:<ul style="list-style-type: none">◦ MySQL◦ MongoDB• Git (Version Control) |
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