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

- Unity (4 years)
  - UI Builder and Toolkit
  - Animator and Animations
- Unreal (1 year)
- Godot (1 year)
- Math
  - Linear Algebra
  - 3D Geometry

- C#, C++, Python, HTML, Javascript
- Database:
  - MySQL
  - MongoDB
- Git (Version Control)