

BENJAMIN HENSCHEN

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EXPERIENCE

JUNE 2023 –PRESENT

OVERNIGHT STOCKING ASSOCIATE, WALMART

- Won an Award of Integrity.
- Stocked the store and Kept store clean.
- Worked Online Grocery Pickup on top of other duties.

MARCH 2024 – PRESENT

UNNAMED UNREAL ENGINE GAME

- Personal Unreal Engine project I started to teach me Unreal Engine and complex 3D math.
- Focus on learning Blueprints and C++ programming, as well as Control rigs, Animation Blueprints and more.

AUG 2021 – MAY 2022

PROJECT LEAD / PROGRAMMER

- Developed a basic procedural animation for the player, [Link](#)
- Implemented 5 unique forms of locomotion for player

EDUCATION

GRADUATED DEC 10, 2022

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

- Achieved Magna Cum Laude

Notable 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 (2 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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