

BENJAMIN HENSCHEN

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EXPERIENCE

AUG 2021 – MAY 2022

PROJECT LEAD/PROGRAMMER, DAKOTA STATE GAME PROGRAM

- Lead the group that built the game 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 2019 – AUG 2021 (SUMMER JOB)

TEAM MEMBER, MCDONALDS

- Worked during the Sturgis Motorcycle Rally
- Had to serve thousands of customers over a short period of time.

EDUCATION

GRADUATED DEC 10, 2022

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

- Achieved Magna Cum Laude

GRADUATED DEC 10, 2022

THE COMPLETE NODE.JS COURSE BY MOSH HAMEDANI

- Learned back-end development
- Used Node.js, MongoDB, AWS

SKILLS

- Languages: C, C#, C++, Python, JavaScript, HTML, PHP, MySQL, React.js, Node.js, Express.js, Heroku, AWS, MongoDB
- Git (Version Control)
- Unreal Engine (1 year)
- Unity (4 years)
 - Gameplay
 - Debugging
 - Animator and Animations
 - UI Builder and Toolkit