# Andrew Ettensohn

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## WORK EXPERIENCE

**ProbablyMonsters**                                                              Bellevue, WA
*Associate Build and Release Engineer*                               April 2023 - September 2023

- Led development on a pre-commit tool that became an integral part of the workflow for multiple AAA game development teams
- Implemented efficient build systems for new game teams using Jenkins, Perforce, and Unreal Game Sync
- Refactored Unreal Engine build graphs, delivering essential debug data vital for both QA and engineering teams

**ProbablyMonsters**                                                              Bellevue, WA
*Build and Release Support Engineer*                                     May 2022 - April 2023

- Played a key role in troubleshooting and resolving complex build and deployment system issues for several different titles
- Engineered streamlined build pipelines using Groovy and Python across multiple environments
- Completed an average of 15 help desk tickets a week while also performing project work

**Publix Super Markets**                                                          Lakeland, FL
*Software Engineer*                                                     July 2021 - December 2021

- Improved search result speed by 120% by refactoring search API
- Created a secure key management service for APIs communicating with JWTs

**Publix Super Markets**                                                          Lakeland, FL
*Associate Software Engineer*                                           August 2020 - July 2021

- Built a Xamarin UI with a .NET backend for barcode-based sign and tag printing, serving thousands of users
- Designed and developed web, mobile, and backend inventory solutions, serving over 1,200 stores

**Publix Super Markets**                                                          Lakeland, FL
*Software Quality Assurance Analyst*                              September 2019 - August 2020

- Increased unit test coverage using XUnit and collaborated with engineers on testing strategies

**Publix Super Markets**                                                          Lakeland, FL
*Tech Support Analyst*                                              October 2016 - September 2019

- Wrote automation solutions for problem determination and resolution, utilized by over 50 analysts

## EDUCATION

**Polk State College**                                                            Lakeland, FL
BAS Business Information Technology                                                  2017 - 2019

**Polk State College**                                                            Lakeland, FL
AA Liberal Arts                                                                     2015 - 2016

## SKILLS

| | |
|---|---|
| Programming Languages: | C#, JavaScript, SQL, Groovy |
| Frameworks/Libraries: | React.js, WPF, ASP.NET, Blazor |
| Technologies: | Perforce, Unreal Engine, Jenkins, Azure, AWS |

## PERSONAL PROJECTS

**Solar Strike** *C#, Godot*                          https://github.com/andrewettensohn/Strike
2D real time tactics game

**Fell Deeds** *C#, Unity*                       https://github.com/andrewettensohn/Below-the-Sands
2D action platformer

**Wrath & Glory Companion App** *React.js, C#*   https://github.com/andrewettensohn/40kwrathandglory
React/.NET app for the Wrath and Glory table-top RPG.