ANDREW ETTENSOHN

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WORK EXPERIENCE

ProbablyMonsters
Bellevue, WA

Build and Release Engineer
May 2022 - October 2023

- Led development on a pre-commit tool written in C# with a MVVM architecture that became an integral part of the workflow for multiple AAA game development teams
- Implemented CI/CD that utilized Perforce, Jenkins, and Unreal Game Sync that is vital to the success of several game teams, including Firewalk Studios, a first party Sony game team
- Refactored Unreal Engine build graphs, delivering essential debug data vital for both QA and engineering teams
- Engineered streamlined build pipelines using Groovy and Python across multiple environments
- Developed a Slack App written in Python that was hosted using containers in AWS

Publix Super Markets
Lakeland, FL

Software Engineer
August 2020 - December 2021

- Designed and developed web and backend inventory solutions in a MVC architecture using C#, JavaScript, and SQL used by over 1,200 stores
- Optimized inventory adjustment workflow, reducing labor hours for tens of thousands of users
- Built a Xamarin UI using a MVVM architecture with a .NET backend for barcode-based sign and tag printing, serving thousands of users
- Improved search result speed by 120% by refactoring the item search API used by a Fortune 500 company
- Setup deploy pipelines to a test environment using YAML and Azure DevOps Pipelines

Software Quality Assurance Analyst
September 2019 - August 2020

- Increased unit test coverage in C# using XUnit and collaborated with engineers on testing strategies
- Designed and developed a C# WPF tool for streamlining lengthy documentation processes using data from the Azure DevOps API

Tech Support Analyst
October 2016 - September 2019

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

EDUCATION

Polk State College
Lakeland, FL

BAS Business Information Technology
2017 - 2019

Udemy GameDev.tv

Unreal Engine 5 C++ Developer Certificate
Issued - October 2022

SKILLS

Programming Languages:	C#, JavaScript, SQL, Groovy, PowerShell, Python
Frameworks/Libraries:	React.js, WPF, ASP.NET, Blazor, Dapper, Entity Framework, Xamarin
Technologies:	GitHub Actions, Azure DevOps/Pipelines, Jenkins, Azure, AWS, vSphere, Docker
Game Engines:	Unreal, Unity, Godot

PORTFOLIO PROJECTS

Solar Strike
https://lancerdev.itch.io/strike

Made with C# and Godot 4. A real time tactics game featuring a skirmish mode against an AI opponent.

Fell Deeds
https://lancerdev.itch.io/fell-deeds

Made with C# and Unity. An action platformer featuring seven levels with a variety of enemies, traps, and bosses.

40K Wrath & Glory Companion App
https://github.com/andrewettensohn/40kwrathandglory

A companion app for a 40K table-top roleplaying game. Hosted in Azure and uses a React frontend, .NET backend, and a SQLite database.