

# Andrew Ettensohn

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## WORK EXPERIENCE

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<b>Fusion Point Studios</b>	Jan. 2024 - Present
<i>DevOps Engineer</i>	<i>Seattle, WA</i>
<ul style="list-style-type: none"><li>• AAA studio focused on developing a massively multiplayer online first person shooter.</li><li>• Automate CI/CD process using Jenkins, Perforce, Nomad, Grafana Cloud, BugSplat, Steamworks, and Epic Online Services.</li><li>• Steamline pre-commit testing and deployment processes to enhance efficiency and reduce the risk of build breaks.</li><li>• Manage cloud build infrastructure with AWS and EC2, emphasizing high performance and low costs.</li></ul>	
<b>ProbablyMonsters</b>	May 2022 - Oct. 2023
<i>Build &amp; Release Engineer</i>	<i>Bellevue, WA</i>
<ul style="list-style-type: none"><li>• Publisher and incubator developing several AAA titles.</li><li>• Led development on a .NET pre-commit tool used by several studios, reducing build errors and simplifying workflow processes of content creators.</li><li>• Engineered build systems utilizing Perforce, Jenkins, and on-prem hardware.</li><li>• Troubleshoot complex build and deployment systems across several titles.</li></ul>	
<b>Publix Super Markets</b>	Sep 2019 - Dec 2021
<i>Software Engineer   August 2020 - December 2021</i>	<i>Lakeland, FL</i>
<ul style="list-style-type: none"><li>• Fortune 500 company and one of the largest U.S. grocery chains.</li><li>• Developed .NET web, mobile, and backend inventory solutions for over 1,200 retail locations.</li><li>• Optimized item search API and mobile app code to increase associate workflows by 120%.</li><li>• Implemented a secure key management system for logins.</li></ul>	
<i>Software Quality Assurance Analyst   September 2019 - August 2020</i>	<i>Lakeland, FL</i>
<ul style="list-style-type: none"><li>• Implemented automated tests with Selenium and Appium for C#.</li><li>• Developed integration tests with NUnit against API endpoints.</li></ul>	

## EDUCATION

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<b>Polk State College</b>	2017 - 2019
<i>Bachelor of Applied Science, Business Information Technology</i>	<i>Lakeland, FL</i>

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## PROJECTS, SKILLS, INTERESTS

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<b>Project Omen - Godot Engine Game (C#)</b>	
<ul style="list-style-type: none"><li>• Programmed combat, save system, UI, loading, AI, and numerous other gameplay systems.</li><li>• Direct two other part-time contributors along with several art contractors to ensure timely project completion and cohesive vision.</li></ul>	
<b>Skills</b>	
<ul style="list-style-type: none"><li>• C#, JavaScript, Groovy, Terraform, Grafana Stack, AWS, SQL, Perforce, Unreal Engine, Jenkins, Powershell, Python, TypeScript, UE C++</li></ul>	
<b>Interests</b>	
<ul style="list-style-type: none"><li>• Game Development, Bar Trivia, Hiking, I just went snowboarding for the first time (that counts as a hobby).</li></ul>	