

ANDREW ETTENSOHN

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WORK EXPERIENCE

ProbablyMonsters

Associate Build and Release Engineer

Bellevue, WA

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 a build system 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

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 titles, unblocking hundreds of users
- 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

Software Engineer

Lakeland, FL

July 2021 - December 2021

- Improved search result speed by 120% by refactoring the item search API used by a Fortune 500 company
- Optimized inventory adjustment workflow, reducing labor hours for tens of thousands of users

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 currently used by over 1,200 stores

Software Quality Assurance Analyst

September 2019 - August 2020

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

Tech Support Analyst

October 2016 - September 2019

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

EDUCATION

Polk State College

BAS Business Information Technology

Lakeland, FL

2017 - 2019

Polk State College

AA Liberal Arts

Lakeland, FL

2015 - 2016

Udemy GameDev.tv

Unreal Engine 5 C++ Developer Certificate

Issued - October 2022

SKILLS

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

PERSONAL PROJECTS

Solar Strike C#, Godot
2D real time tactics game

<https://github.com/andrewettensohn/Strike>

Fell Deeds C#, Unity
2D action platformer

<https://github.com/andrewettensohn/Below-the-Sands>

Wrath & Glory Companion App React.js, C#
React/.NET app for the Wrath and Glory table-top RPG.

<https://github.com/andrewettensohn/40kwrathandglory>