

Andrew Yoon Kohnke

San Diego, CA
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Devoted professional with multitude of comprehensive experiences dealing from client services to unified development disciplines leading to numerous positive production

EXPERIENCE

Sony PlayStation | Game Test Analyst

Yoh DZConnex Service LLC – San Diego, CA

April 2021 – Present

- Execute test plans on pre-release versions of software utilizing JIRA
- Collaborate as Point of Contact with team leads, associates and stakeholders
- Deployment of teams One-Click Tools implementation reducing JIRA bug writing resulting in company Return on Investment
- On Site and virtual online (UK International) Team Core trainer for new Analyst
- Full Development Cycle provided upon title release: God of War Ragnarok

Wells Fargo Bank | Bank Teller – San Diego, CA

July 2019 – Sep 2021

- Proactively engage clients in catering to their financial exigency
- Introduce clients to executive branch team member
- Minimize cash in and outbound risk by follow federal policies

Hard Rock Hotel [Ace Parking Management, Inc.] | Night

Auditor/GSR/Valet Supervisor – San Diego, CA

Nov. 2016 – March 2020

- Maintain supervisory workflow production level performance during events (Comic Con | Major League Baseball Padres)
- Work with Site Manager, hotel associates and VIP talent clients to implement cost reduction initiatives
- Approve daily shift reports for accuracy; investigate revenue discrepancies, and daily auditing deposits

EDUCATION

Herzing University Madison, WI

Associates of Applied Science in Software Development

[Feb. 2018 – Dec. 2019]

Major: Software Development | Graduate with Honors

University of Wisconsin-Milwaukee Milwaukee, WI

Business Finance

[Sep. 2009 – May 2010]

Major: Business Finance | General Undergraduate

SKILLS

Software Experience:

Jira (2 years) - Confluence (2 years) -
JavaScript (3 years) - MERN Stack

Version Control:

GitHub - Perforce

Scripting/GameEngine: C# - C++

Unreal Blueprint (1 year) - Unity (2 year)

PROJECTS

Project Mr.Wings Obstacle Assault

[Current]

Developing a 3D Obstacle course game utilizing Unreal Engine 5. Player is challenged through a multi level moving obstacle course as Mr. Wings himself! Winnable prize of 5 piece chicken wings upon level completion. Using your hunger and talents, do you have what it takes for that WINNER WINNER CHICKEN DINNER!

Project Run Vantroid [2022]

Run Vantroid: A 2D inspired Metroidvania game. Made with Unity Engine.

Responsible for entire game design:

- 2D Level Design (Universal Render Pipeline [URP], Scene Management)
- UI Design (Start Menu, Main Menu, Pause Menu)
- Player Upgrade Feature Particle Effect Instantiation
- Player Controller + Sprite Animation (Idle, Running, Grabbing, Shooting)

Udemy To-Do Web Development [Aug. 2021]

Developed personal To-Do-List + Memo Journal website utilizing MERN (MongoDB, Express.js, React.js, node.js) stack, hosted with Heroku. Main audience was for any individual that was looking for an online checklist that can be accessible world wide

Certifications/Awards

Udemy Web Development Bootcamp
Certification [Aug. 2021]

Udemy Unreal Engine 5 C++ Developer
Certification [Dec.. 2022]

