

# Andrew Yoon Kohnke

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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

[Contingent via Yoh/DZConneX] – 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

### 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 | GPA: 3.5 | Graduate with Honors

### University of Wisconsin-Milwaukee Milwaukee, WI

**Business Finance**

[Sep. 2009 – May 2010]

Major: Business Finance | GPA: 3.06 | General Education Requirements

## SKILLS

Jira - Confluence - Trello - Agile Scrum -  
JavaScript - jQuery - ReactJS - Bootstrap -  
HTML - CSS/SASS - C# - C++  
Unity - MERN Stack - Node.js - Ruby -  
Rails - NoSQL - NPM - Git (Github) -  
RESTful API

## PROJECTS

### Project Keyboard Gamer [Current]

Developing a 3D-Role Playing Game utilizing Unity Engine. You play a programmer trapped inside an office caused by a catastrophic event; using your talents to solve puzzles and collect items to escape to the outside building.

### 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.

The 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]

Gemological Institute of America - Jewelry Professional [Nov. 2014]