Andrew Hansen

Gameplay Programmer | Software Developer

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Education

B.A. In Digital Technology and Culture
The CMDC of the Department of Digital Technology & Culture
Certification: Game Studies and Design
Washington State University, Vancouver

Skills

Unreal Engine	C++	React	Perforce Helix Core
Unity	JavaScript	Node.js	Github
Phaser.js	C#	Vite	Slack
P5.js	HTML5/CSS3	Visual Studio Code	Basecamp

Experience

DATA ENTRY: PORTAL https://dtc-wsuv.org/projects/data-entry-portal/

Lead Gameplay Programmer, Game Developer | January-May 2023

A VR mystery puzzle game built in Unreal Engine 5 that reimagines the 1986 hypertext game and Science Fiction novel *Portal* by Rob Swigart.

- Utilized Unreal Engine's Blueprint system to efficiently test new concepts
- Sequenced animations for puzzles, UI Updates, and particle effects
- Programmed scriptable object events for level transitions and puzzle interactions
- Implemented player interactions and locomotion

"D&D PDF Reader" (IN PROGRESS) dtc-wsuv.org/ahansen20/dndpdfreader/

Web Developer, Programmer | May-June 2023

A browser-based PDF Reader with a collapsible dice roll simulator sidebar.

- Utilized Mozilla's PDF.js library to generate PDF files on a canvas element
- Implemented storage and retrieval via Objects stored in multidimensional Arrays
- Manipulated DOM elements to represent dice roll results
- Programmed Math functions to simulate dice rolls

"PokéAPI Pokédex" (IN PROGRESS) github.com/axolotliterature/pokedex

Web Developer, Programmer, July 2023

A browser based Pokédex system built in React.js with Javascript, using the Pokémon PokéAPI v2.

- Utilized PokéAPI to request and cache data arrays for each Pokémon
- Modeled the UI around the visuals of the original Pokédex
- Utilized a combination of Vite, React.js, and Node.js to optimize app performance
- Manipulated DOM elements to display requested data fields upon search execution

"Blogging Application" github.com/axolotliterature/blog_C

Programmer | June 2022

A blogging application built in C that allows users to create, count, search, print, and delete entries.

- Utilized Dynamic memory allocation for creation and alteration of linked lists
- Implemented the creation, traversal, and removal of structure data types held in linked lists
- Applied successful garbage collection to avoid memory leaks