

# Andrew Hansen

Vancouver, WA  
ahansen.dev

# Gameplay Programmer | Game Developer

(757) 355-2871  
github.com/axolotliteration

andrewhansen.dev@gmail.com  
linkedin.com/in/andrewhansen-dev

## Education

B.A. In Digital Technology and Culture, Graduating Spring 2023  
The CMDC of the Department of the Digital Technology & Culture  
Minor: English  
Certification: Game Studies and Design  
Washington State University Vancouver

## Skills

Unreal Engine	JavaScript	Perforce Helix Core	Adobe Premiere Pro
C++	Phaser.js	Github	Adobe Photoshop
Unity	HTML5/CSS3	Slack	Adobe Illustrator
C#	Visual Studio	Basecamp	OBS Studio

## Experience

### *Data Entry: Portal* (In Progress)

[tinyurl.com/2p9pyud4](https://tinyurl.com/2p9pyud4)

Lead Programmer, Game Developer | January-May 2023

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

- Wrote original source code in C++
- Utilized Unreal Engine's Blueprint system to efficiently test new concepts
- Programmed sequences for puzzle interactions, UI updates, and particle effects
- Implemented player interactions and locomotion

### "Generative Ship Shooter Game"

[dct-wsuv.org/ahansen20/final477/](https://dct-wsuv.org/ahansen20/final477/)

Game Developer | May 2021

A miniature linear ship shooter game that is procedurally generated, built using JavaScript in p5.js.

- Authored an infinitely generative game with JavaScript and p5.js processing
- Applied industry standards for Object Oriented Programming models
- Programmed collision detection, projectile tracking, and a score counter
- Used zero external assets, instead generating each geometrical model procedurally

### "Blogging Application Backend"

[github.com/axolotliteration/blog\\_C](https://github.com/axolotliteration/blog_C)

Programmer | June 2022

A text-based 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

### "A Guided Tour of Hogwarts Filming Locations"

[dct-wsuv.org/ahansen20/map/](https://dct-wsuv.org/ahansen20/map/)

Web Developer | March 2021

A web based guided tour of the filming locations for Hogwarts Castle using MapBox API and HTML5, controlled with JavaScript, and styled with CSS3.

- Utilized MapBox API to generate a stylized map and interactive web page
- Created scripts that fly the user across the map to each location when clicked
- Programmed clickable modal images
- Implemented autoplay for mp3 audio