

Andrew Hansen

Vancouver, WA
ahansen.dev

Gameplay Programmer | Software Developer

(757) 355-2871
github.com/axolotliterate

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

Education

B.A. In Digital Technology and Culture

The CMDC of the Department of Digital Technology & Culture

Minor: English

Certification: Game Studies and Design

Washington State University, Vancouver

Skills

Unreal Engine

C++

Perforce Helix Core

Adobe Premiere Pro

Unity

JavaScript

Github

Adobe Photoshop

Phaser.js

C#

Slack

Adobe Illustrator

P5.js

HTML5/CSS3

Basecamp

Visual Studio

Experience

DATA ENTRY: PORTAL

<https://dte-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"

dte-wsuv.org/ahansen20/dndpdfreader/

Web Developer, Programmer | May 2023 – Work In Progress

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

"Blogging Application"

github.com/axolotliterate/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

Lizard Lab

cmdcstudios.itch.io/lizard-lab/

CMDC Studios

Gameplay Programmer, Game Developer | June 2023

A lizard themed idle game designed under "mutation" constraints during the June '23 Summer Slow Jam.

- Programmed game functionality using C# in Unity Engine
- Designed and implemented game UX/UI
- Tested and debugged game operation