

Andrew Hansen

Vancouver, WA
ahansen.dev

Gameplay Programmer | Game Developer

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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

Phaser.js

Perforce Helix Core

Adobe Premiere Pro

C++

p5.js

Github

Adobe Photoshop

Unity

JavaScript

Slack

Adobe Illustrator

C#

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

"Generative Ship Shooter Game"

dte-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

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

"D&D PDF Reader"

dte-wsuv.org/ahansen20/dndpdfreader/

Web Developer, Programmer | May 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