Andrew Hansen

Web/Game Developer

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🌐 ahansen.dev   github.com/axolotliterature   linkedin.com/in/andrewhansen-dev

Skills

Tools: React.js, Node.js, Unreal Engine, Unity, Phaser.js, P5.js, Github, Perforce Helix Core

Languages: JavaScript, HTML / CSS, C#, C++, SQL

Work Experience

Programmer   August 2023-Present

D&D Home Interiors

- Create clean and concise process documentation
- Evaluate, test, and debug programs to ensure performance and accuracy
- Manage API integrations to maximize application efficiency

Gameplay Programmer   January-May 2023

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

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

- Sequenced animations for puzzles, UI Updates, and particle effects
- Programmed scriptable object events for level transitions and puzzle interactions
- Implemented player interactions and locomotion

Projects

Web Developer   May-August 2023

Dice Tray PDF   (In-Progress)   dicetraypdf.com

A browser-based PDF Reader with a dice roll simulator built in JavaScript with Mozilla's PDF.js library.

- Utilized Mozilla's PDF.js library to generate PDF files on a canvas element
- Implemented storage and retrieval via Objects in multidimensional arrays
- Programmed Math functions to simulate dice rolls

Web Developer   July-August 2023

"PokéAPI Pokédex" (In-Progress)   github.com/axolotliterature/pokedex

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
- 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

Gameplay Programmer   May 2021

"Generative Ship Shooter Game"   dtc-wsuv.org/ahansen20/final477/

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
- Programmed collision detection, projectile tracking, and a score counter
- Used zero external assets, instead generating each geometrical model procedurally

Education and Certifications

B.A. Digital Technology and Culture | Washington State University Vancouver | May 2023

Certificate Game Studies and Design | Washington State University Vancouver | May 2023