

Andrew Hernandez

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EDUCATION

University of Arizona
Bachelor of Science

Tucson, AZ
May 2026

Major in Video Game Design and Development; Minor in Computer Science

Relevant Coursework: OOP, Animation(2D, 3D), UX and UI Design, 3D Modeling, Game Design, Narrative Design

SKILLS AND TOOLS

Technical Skills: Proficient in C#, Java, JavaScript, Prolog, SML, Python, and Lua

Developer Tools: Unity, Visual Studio Code, GitHub, Plastic SCM, Figma, Aseprite, Blender, Maya, Substance Painter

WORK EXPERIENCE

Ever-Ready Glass.

Phoenix, AZ

Customer Service Rep

May 2023 – Aug 2023

- Engaged with customers, dealerships, and insurance companies to facilitate service appointments
- Sourced correct parts and managed insurance claims
- Skills: **Attention to detail, Communication, and Time Management**

Discount Tire

Tolleson, AZ

Crew Chief

Sep 2021 – May 2022

- Led a team to repair and replace tires, greeted customers, and assigned daily tasks to team members.
- Skills: **Teamwork, Problem-solving, Leadership**

RELEVANT PROJECTS

Factory Fight Club - Lead Game, Combat, and System Designer, Lead 3D Artist & Animator -

Oct - Dec 2025

- Designed and developed a 3D fighting game, where I served as a Project Manager.
- Implemented AI Logic, Combat Design, Character Design, Sound Design, and 3D Animation
- Skills: **C#, Unity, Blender, Aseprite, PlasticSCM, 3D Animation, Sound, Game Design, Systems Design**

Little Legends - Lead 3D Artist & Animator, Game & Level Designer -

Jan 2026 - March 2026

- Designing and developing a 3D platforming game, creating assets, animations, and rigging models
- Skills: **Unity, Plastic, Blender, 3D Animation, 3D Modeling, Rigging, Game Design, Sound Design**

Lost Island - Lead 3D Artist, Narrative & Game Designer -

Oct 2024

- Designed and developed a 3D Game with a strong narrative focus, utilising Blender to model assets and create animations.
- Skills: **C#, Blender, Plastic SCM, Animation, Unity, Map Design, Level Design, Game Design**

Whack-a-frenzy - Lead Game and System Designer, 3D Artist -

Nov 2024

- Designed and developed a 3D VR Whack-a-Mole game!
- Implemented the hit detection and round system.
- Skills: **C#, Unity, Team Work, Map Design, Game Design, Sound Design, Blender**

ACTIVITIES

Video Game Dev Club

Tucson, AZ

Member

Aug 2024 – May 2026

- Developed and pitched a creative game idea, winning first place and a \$50 prize in a club competition.
- Collaborated with team members to brainstorm mechanics, storyline, and game elements.