

Michael Hense

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Goal: To work in an artistic field with a strong sense of community!



Personal Info

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LinkedIn

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Skills

Art Tools

Maya, PIXYZ, Blender, Substance Painter, Substance Designer, Photoshop, Illustrator, ZBrush

Project Management

JIRA, Trello, Slack, Microsoft Excel

Developer Tools

Visual Studios, Unity, Android Studio
Unreal Engine 4 & 5

Coding Languages

C#, C++, Visual Basic
HTML, CSS, SQL

Education

Lawrence Technological University:

Aug 2015 - Jan 2021

Bachelors of Computer Science
(Focus in Game Software)

Experience

02-2023-
08-2023

CGI Analyst

Wedoo LLC

- Pulled, tessellated, and cleaned up digital parts from CAD data
- Utilized databases for new part & vehicle build info
- Communicated with vehicle brands
- Built and maintained Maya scenes & boolean logic for four vehicles, each with two model years
- Rigged car chargers, doors, trunks, and wheels
- Modeled and UV'd seats, tires, and headlights

09-2020-
05-2021

Systems Engineer

ImageSoft Inc

- Developed Tools and solutions for client software using .NET
- Communication with SA and client to troubleshoot and create effective solutions
- Log time and plan project work with teammates in JIRA for efficient project progress

11-2019-
01-2019

AR Programmer and 3D Animator

Go Health for Kids

- Freelance with single client for AR application
- Worked on plane detection in Vuforia
- Implemented animations and scripted cutscenes
- Rigged and animated 3D models
- Managed art assets to optimize render times

Projects

09-2015-
05-2020

Anataria

- RPG developed in Visual Studio with C#
- Developed custom applications for editing and saving tilemaps, characters, items, quests, and other game data via XML datatables
- github.com/mjhense/Anataria

02-2018-
05-2018

Don't Feed the Fatberg

- Walking Simulation game developed in Unity
- Performed bug fixing for core programmers
- Modeled, textured, and animated various 3D assets