

Paul Hennerich V

[Personal Info]

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Education

Lindenwood University – Major: Game Design (Arts Emphasis), Minor in Philosophy, Minor in Critical Thinking

Aug 2022 – Graduated Dec 2024

University of Nebraska–Lincoln

Aug 2020 – May 2022

Pursued Major: Architecture (Design Emphasis), Pursued Minor in Psychology

- Artist, UNL Game Dev Club; contributed to a team game that won the Fall 2021 Showcase.

Kirkwood High School

Graduated May 2020

- ACT: 33
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Work Experience

Game Design Department - Lindenwood – *Intern*

Oct - Dec 2024

- Facilitated collaboration with local community organizations, on behalf of the department, represented in outreach efforts to build relationships and explore partnership opportunities.
- Refined and synthesized design concepts, ensuring alignment with active development goals and objectives.
- Designed, concepted, created and integrated art assets for use in 3D programs and a web-based platform.

Hastings + Chivetta Architecture – *Architecture Intern*

Dec 2020, Summer 2021

- Integrated designs across software, including Revit, transferring point-cloud data and scans to recreate architectural structures.
- Managed model adjustments and prepared files for 3D printing.
- Contributed to organization and inventory management.

Dierbergs – *Stocking, Cashier, Courtesy Clerk*
2019 – 2022

- Assisted customers, operated point-of-sale systems, and maintained register quality during high-traffic periods, including pandemic operations.
- Ensured organization, restocked goods, and provided general store upkeep.

The Pan Galactic Company – *A2 Audio Engineer (Assistant)*
2018

- Supported audio setups and equipment management for recording sessions.
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Skills

Core Skills

- **3D Modeling & Animation:** Strongest in **Blender**, **3DS Max**, **Unreal Engine 5**, **Unity**, **Revit**, **SketchUp**, and **Rhino3D** for creating and optimizing models, textures, and animations for both real-time and rendered scenes.
- **Game/Level Design:** Familiar with **Unreal Engine**, **Unity Editor**, **Game Maker Studio**, **Doom + GZDoom Builder**; experienced with creating and structuring levels, optimizing for player experience and immersion.
- **Graphic & Video Editing:** Advanced user of **Adobe Premiere Pro**, **Photoshop**, **Illustrator**, and **InDesign** for editing, and texturing game assets.

Programming & Scripting

- Familiar with **HTML**, **CSS**, **GML**, and **GitHub** for scripting, customization, and version control.
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Portfolio

paul5.hennerich.us

Interests

Philosophy, Virtual Reality (VR), Game Design, 3D Modeling/Animation, Level Design, Drawing, Video Editing & Storyboarding, Critical Thinking