Jenson Searle
Tools & Gameplay Programmer

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Skills

- C++ — 2 Years
- C# — 6 Years
- Java — 6 Years
- Unity & Unreal — 6 Years
- Source control — 7 Years
- Japanese — Everyday conversation

Shipped Projects

Graduated Cylinders   Nov. 2022 - Actively Maintained
- 40,000+ downloads
- Game modification for Minecraft, written in Java
- Open Source (MIT)
- Programmer, Designer

Old Man Whiskers   Sept. 2024
- 48 hour game jam, 2 developers
- Awarded Best Art, Most Technically Innovative, and Best Use of Theme
- Built with Unreal Engine
- Programmer, Designer

Professional Experience

Game Programming Tutor - University of Advancing Technology   Feb. 2024 - Current
- Aided understanding of common game programming structures and algorithms.
- Taught how to use Unity, Unreal Engine, and Godot to all skill levels.

Full Stack Developer - Community Life Help   Nov. 2022 - Dec. 2024
- Integrated PostgreSQL database spanning 30+ systems and automations
- Developed automations to reduce manual labor by 10x
- Improved working capacity to handle 10000+ clients
- Collaborated with stakeholders to update software with evolving requirements
- Synthesized continuous integration tasks to keep 99.99% uptime of vital servers
- Programmed automated build, test, and deployment (CI/CD) tasks

Education

University of Advancing Technology   Feb. 2024 - Dec. 2025
- Bachelor of Science in Computer Science
- Bachelor of Arts in Interactive Media Design

American Leadership Academy High School
- Valedictorian - 4.7 GPA