

Jenson Searle

Tools & Gameplay Programmer

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Shipped Projects

Graduated Cylinders - Sole Developer *Nov. 2022 - Actively Maintained (June 2025)*

- Minecraft mod developed in Java, adding a dynamic fluid-transfer system designed for full inter-mod compatibility -- modularity, safety, and visual clarity across mod ecosystems.
- Hooks into mods' fluid containers at runtime and injects a configurable UI with custom rendering and network handling for precise fluid handling.
- Actively iterated on the design in response to community usage patterns and bug reports.
- 60,000+ downloads. MIT-licensed (open source).

Old Man Whiskers - Programmer, Designer *Sept. 2024*

- 48-hour Unreal Engine game jam (2-person team).
- Collaborated on a procedural item spawning system using blue-noise distribution, an event-driven inventory system, and a digging mechanic using spatial queries.
- Awarded *Best Art*, *Best Technical Innovation*, and *Best Use of Theme*.

Professional Experience

Game Programming Tutor - University of Advancing Technology *Feb. 2025 - Current*

- Guided students of all experience levels through core game development concepts in Unreal Engine, Unity, and Godot
- Emphasized foundational systems thinking and practical implementation.

Conference Associate - Informa (GDC) *Mar. 2025 - Mar. 2025*

- Ensured a smooth experience for thousands of conference attendees in a fast-paced environment through effective and clear facilitation skills.

Internal Tools Engineer (Full Stack) - Community Life Help *Nov. 2022 - Dec. 2024*

- Migrated core business operations from spreadsheets to centralized PostgreSQL database, enabling reliable data management for thousands of clients, employees, and ads.
- Built a suite of internal tools enabling non-technical staff to manage workflows independently, improving efficiency and cross-department collaboration.
- Programmed automated CI/CD pipelines in GitHub Actions for 2 internal microservices, reducing deployment time by 70%, from 30 to 9 minutes.

Mobile App QA & Support Lead (Volunteer) - Church of Jesus Christ of Latter-day Saints

- Supported mobile app product with millions of users as a team lead. *Nov. 2022 - Jan. 2024*
- Diagnosed technical issues, debugged, and empathetically communicated with users.

Skills

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|------------------|---------|------------------|--------------------------------------|
| • C++ | 2 Years | • Source control | 7 Years |
| • C# | 6 Years | • Japanese | N4 (studying for N3 before December) |
| • TypeScript | 6 Years | • English | (Native) |
| • Unreal & Unity | 3 Years | | |

Education

University of Advancing Technology (HLC-accredited, In-Person, USA)

- Bachelor of Science in Computer Science *Feb. 2024 - Expected Dec. 2025*
- Bachelor of Arts in Interactive Media Design