

Jenson Searle

Game Programmer & Designer

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Profile

Seasoned developer adept at streamlining processes, creating tools, and enhancing user experiences. Proficient in Typescript, C#, C++, Java, PostgreSQL, and several game engines. Excited to bring expertise in game development to a dynamic team.

Professional Experience

Backend Developer - Community Life Help Nov. 2022 - Present

- Integrated PostgreSQL database spanning 30+ systems and automations
- Developed automations to reduce manual labor by 10x
- Improved working capacity to handle 1000x the number of clients
- Collaborated with stakeholders to update software with evolving requirements
- Synthesized continuous integration tasks to keep 99.99% uptime of vital servers
- Programmed autonomous build, test, and deployment tasks

Customer Service Team Lead - Church of Jesus Christ of Latter-day Saints

Nov. 2022 - Jan. 2024

- Focused team efforts to ensure >95% user satisfaction
 - Validated quality of team monthly, reducing errors to less than 2%
 - Recommended coworkers for leadership positions, increasing team capacity 2x
 - Resolved 10+ support tickets more than coworkers daily for a dynamic web app
 - Consistently ranked in top 5% in quality of responses among coworkers
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Skills

- | | |
|-----------------------|-------------------------|
| • TypeScript: 8 Years | • Node.js: 8 Years |
| • Java: 6 Years | • Unity/Unreal: 6 Years |
| • C#: 6 Years | • Japanese: JLPT N3 |
| • PostgreSQL: 2 Years | (intermediate) |
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Education

University of Advancing Technology - Tempe, AZ

Feb. 2024 - Dec. 2025

- Bachelor of Science in Computer Science
- Bachelor of Arts in Interactive Media Design

American Leadership Academy High School - Queen Creek, AZ

- Valedictorian - 4.7 GPA