

Jenson Searle

Game Programmer & Designer

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Skills

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|--------|---------|------------------|------------------------|
| • C++ | 1 Year | • Unity & Unreal | 6 Years |
| • C# | 6 Years | • Source control | 7 Years |
| • Java | 6 Years | • Japanese | JLPT N3 (intermediate) |
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Shipped Projects

Graduated Cylinders Nov. 2022 - Actively Maintained

- 27,000+ 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
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Professional Experience

Full Stack 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 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

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 25+ support tickets daily for a dynamic web app
 - Consistently ranked in top 5% in quality of responses among coworkers
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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