**Jenson Searle**

**Game Programmer & Designer**

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**Skills**

* C++ 1 Year
* C# 6 Years
* Java 6 Years
* Unity & Unreal 6 Years
* Source control 7 Years
* Japanese JLPT N3 (intermediate)

**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

**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

**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