**Jenson Searle**

**Tools & Gameplay Programmer**

[searlejenson@gmail.com](mailto:searlejenson@gmail.com) ● (520) 560-2123

<https://linkedin.com/in/jenson-searle> ● <https://bedrockbreaker.github.io>

**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