**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>

**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**

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

**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