David Jenson

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Career Objective

Detail oriented Computer Science student with a focus on computer graphics, game development, and virtual worlds. Looking to join a team of experienced individuals that will facilitate my growth as a Game Developer while also drawing from my experiences from past completed projects.

Employment

- Hawthorne Learning Solutions Tutor (Jan23–Feb23)
- United States Navy Aviation Electronics Technition (2015–2019)
- Intern at Games For Love (Apr23–Present)

Education

Western Washington University

- B.S. Computer Science (2022–Expected Spring24)

Everet Community College

- Associates Degree (2019–2022)

Projects

Virtual Worlds Builder System plugin

- Built in Unity using C#
- Created scripts that allowed players to build 3D objects from primatives and save and manipulate them as a single object

Mage Escape

- A third person action RPG built using Unity
- The player traverses multiple levels while solving puzzles and fighting enemies to progress.

Languages and Technologies

- C, C++, C#, Racket, Java, Latex, HTML, CSS
- Visual Studio, VS Code, Unity, Game Maker Studio 2, Emacs

Additional Experience

- Volunteer as a CS Tutor WWU (Jan 23–Present)
- One year of Japanese language education