Thomas Jensen

Game & Tools Programmer

Portfolio: hrimfisk.github.io

Gmail: MeltyKeyboard@Gmail.com

LinkedIn: LinkedIn.com/in/hrimfisk

Skills

Languages:

C++

C#

XML

JSON

Lua

Tools:

Unreal

Unity

Perforce

Git

SDL2

SFML

Education

Bachelor of Science

Game Programming

Academy of Art

University

Expected 2026

Interests: Gameplay, Tools, PCG, AI, UI, Engine, Multiplayer

Hobbies: Video Games, Music, Cooking, Acting, Movies, Tutoring

Experience

Tools Programmer

Save Game Library   Dec. '21 - Present

- Unreal Engine plugin created to make save systems easier for developers
- Written and developed in C++ and accessible from any blueprint
- Improved based on personal implementation and user feedback

Programming Tutor

Wyzant   Mar. '22 - Present

- Taught a wide range of programming concepts in C++ and Unreal Engine
- Rapidly prototyped demos and visual representations
- Quickly absorbed programming concepts adapting to potential client needs
- Walked clients through various operations, including debugging and optimization

Scare Actor

Fear Overload Scream Park   Oct. '22 - Present

- Helped train other Scare Actors to provide a safe and fun experience
- Created backstories, developed costumes and characters
- Incorporated seasonal demands into my schedule in addition to other responsibilities

Game Programmer - Freelance

Unannounced Action Game   Jul. '23 - Sep. '24

- Created and implemented game mechanics in a large scale multiplayer project
- Improved and expanded various systems to improve the development process of the project owner
- Reverse engineered existing code to rebuild and expand game mechanics and systems
- Fixed numerous bugs in the multiplayer asset pack the game was built from