

# Thomas Jensen

Game Programmer

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[Portfolio](#)

## Skills

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### API's & Engines

- Unreal
- SDL 2
- SFML
- Unity

### Languages

- C++
- Blueprint
- C#
- Lua

### Tools

- Visual Studio
- Perforce
- TeamViewer
- Trello
- Github

## Education

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### Bachelor of Science in Game Programming

Expected Graduation Dec 2024

- Academy of Art University in San Francisco, CA

## Professional Experience

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### Wyzant Tutor - Independent

March 2022 - Present

- Taught clients a wide range of programming concepts in C++ and Unreal Engine
- Rapidly prototyped demos and visual representations for clients
- Managed client scheduling

### Expanded Save Game Library

Dec 2021 - Present

- Plugin that adds a Blueprint Function Library in C++ for Unreal Engine 4 & 5
- Adds nodes that are accessible from any blueprint to save/load game slots/data
- Improved based on personal implementations and user feedback

## Personal Projects

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### Project Rogue - Group Project (2 people)

Oct 2021 - April 2023

- 1st Person Dungeon Crawler developed in Unreal Engine 4 for PC using C++ and blueprints
- Worked on architecture, save/load system, random dungeon and loot generation, inventory and equipment, combat, spells, UI, and AI