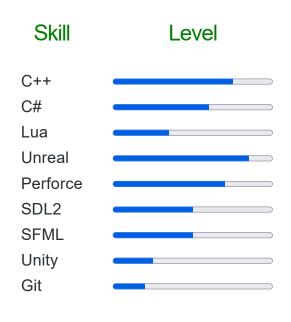
## **Thomas Jensen**

Game Programmer

jensen.thomas.howard@gmail.com portfolio: hrimfisk.github.io



# Experience

#### **Wyzant Tutor:**

March 2022 - Present

Independent

- Taught clients a wide range of programming concepts in C++ and Unreal Engine 4 & 5
- Rapidly prototyped demos and visual representations for clients
- Managed client scheduling

**Expanded Save Game Library:** Dec 2021 - Present

Released Marketplace Content

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

### Education

Bachelor of Science

**Game Programming** 

Academy of Art University
San Francisco, CA
Expected Graduation Dec 2025

## **Personal Projects**

**Project Rogue:** 

June 2022 - April 2023

Group Project (2 people)

- 1st Person Dungeon Crawler developed in Unreal
   Engine 4 for PC using C++ and blueprints
- Utilizes Expanded Save Game Library for saving and loading every player character
- Custom dungeon and loot generation, combat, spells, UI, and AI

Interests: (in no particular order) Gameplay, Engine, Tools, PCG, Al, Multiplayer, UI

Hobbies: Music, Cooking, Acting, Movies, Tutoring

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