

Thomas Jensen | Game & Tools Programmer

Hey there,

I'm excited to be applying for the Gameplay Engineer position! Given my passion for video games and experience in game development, I'm confident that I make a strong candidate.

WHO AM I?

I've been playing video games since I could hold an NES controller, and I take pride in bringing games to life and helping designers build games. I have known that I wanted to make games my entire life, and that journey officially started almost ten years ago when I started creating arcade games for Starcraft 2. That journey helped me realize that this is what I'm passionate about. I started digging deeper into C++ in the Fall of 2019 at the Academy of Art University and I have been hungry for more ever since.

WHY ME?

My focus as a game programmer is C++ for Unreal Engine, and I put effort into making stable, scalable systems for designers. I have been using Unreal engine for six years, and I believe that my experience will be beneficial to the company. Over the years, I have worked on different types of games and mechanics to be able to push the boundaries of what I can do in Unreal, as well as improve how mechanics work together. I'm a fast learner and enjoy going the extra mile.

I think this will be a great opportunity for me to grow as a programmer and be able to help others grow. It's an exciting challenge to have new problems to solve and find the best tool in my toolbox for the job.

Thank you so much for taking the time to review my application, I do appreciate it. If I can offer any additional information or references, please let me know!

Best,

Thomas

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