

Thomas Jensen

Game & Tools Programmer

jensen.thomas.howard@gmail.com

portfolio: mellykeyboard.wixsite.com/thomasj

Skill

Languages:

C++

C#

Lua

Tools:

Unreal

Unity

Perforce

Git

SDL2

SFML

Education

Bachelor of Science

Game Programming

Academy of Art

University

San Francisco, CA

Expected Graduation

Dec 2025

Interests: Gameplay,

Tools, PCG, AI, UI,

Engine, Multiplayer

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

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 any number of characters that players create

- Custom dungeon and loot generation, combat, spells, UI, and AI

- Designed, implemented, and debugged scalable systems through prototyping and iterative development

- Early Access on Steam August 5th 2023