

# Thomas Jensen

Game & Tools Programmer

Portfolio: [hrimfisk.github.io](https://hrimfisk.github.io/)

Gmail: [MeltyKeyboard@Gmail.com](mailto:MeltyKeyboard@Gmail.com)

LinkedIn: [LinkedIn.com/in/hrimfisk](https://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,

Multplayer

Hobbies: Video Games,

Music, Cooking, Acting,

Movies, Tutoring

## Experience

### Technical Director - Contract

#### Unannounced Simulation RPG

July. '24 - Present

- Building custom tools to facilitate production and development
- Working closely with designers to prototype and develop game systems
- Fixing bugs, optimizing, and adding quality of life features for designers
- Teaching engine basics and fundamentals to new developers

### 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

### Tools Programmer

#### Save Game Library

Dec. '21 - Present

- Unreal Engine plugin created to make save systems easier for developers
- Adds components that automate most of the saving process
- Written and developed in C++ and accessible from any blueprint
- Improved based on personal implementation and user feedback

### 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