

# Thomas Jensen

Game & Tools Programmer

[jensen.thomas.howard@gmail.com](mailto:jensen.thomas.howard@gmail.com)

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

## 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

### Wyzent 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