

Thomas Jensen

Game & Tools Programmer

Portfolio: hrimfisk.github.io

Gmail: MeltyKeyboard@gmail.com

LinkedIn: [LinkedIn.com/in/hrimfisk](https://www.linkedin.com/in/hrimfisk)

Skills

Languages:

C++

C#

XML

Lua

Tools:

Unreal

Unity

Perforce

Git

SDL2

SFML

Education

Bachelor of Science

Game Programming

Academy of Art

University

2019 - 2025

Interests: Gameplay,

Tools, PCG, AI, UI,

Engine, Multiplayer

Hobbies: Video Games,

Music, Cooking, Acting,

Movies, Tutoring

Experience

Scare Actor

Fear Overload Scream Park

Oct. '22 - Present

- Helped train other Scare Actor's to safely scare customers and provide assistance to customers or other actors when necessary

- Created backstories, designed costumes, and developed characters

- Incorporated seasonal demands into my schedule in additional to other jobs and priorities

Programming Tutor

Wyzant

Mar. '22 - Present

- Taught a wide range of programming concepts in C++ and Unreal Engine 4/5

- Rapidly prototyped demos and visual representations

- Advised on best practices for unpredictable programming challenges - Quickly absorbed programming concepts adapting to potential client needs - Walked clients through various operations, including debugging and optimization

Tools Programmer

Expanded Save Game Library

Dec. '21 - Present

- Unreal Engine 4/5 plugin made for game developers to save and load game data

- Live on the Unreal Engine Marketplace and updates are driven by user feedback and experience with my own projects

- Created and maintained in C++ to streamline the development process for designers and artists