Thomas Jensen

Game Programmer

jensen.thomas.howard@gmail.com

portfolio: hrimfisk.github.io

Skills

API's & Engines	Languages	Tools
• Unreal	• C++	• Visual Studio
• SDL 2	• Blueprint	• Perforce
• SFML	• C#	• TeamViewer
• Unity	• Lua	• Trello
		• Github

Education

Bachelor of Science in Game Programming   Expected Graduation Dec 2024

- Academy of Art University in San Francisco, CA

Professional Experience

Wyzant Tutor - Independent   March 2022 - Present

- Taught clients a wide range of programming concepts in C++ and Unreal Engine

- Rapidly prototyped demos and visual representations for clients

- Managed client scheduling

Expanded Save Game Library   Dec 2021 - Present

- Plugin that adds a Blueprint Function Library in C++ for Unreal Engine 4 & 5

- Adds nodes that are accessible from any blueprint to save/load game slots/data

- Improved based on personal implementations and user feedback

Personal Projects

Project Rogue - Group Project (2 people)   Oct 2021 - April 2023

- 1st Person Dungeon Crawler developed in Unreal Engine 4 for PC using C++ and blueprints

- Worked on architecture, save/load system, random dungeon and loot generation, inventory and equipment, combat, spells, UI, and AI