

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

San Francisco, CA

2019 - 2025

Interests: Gameplay,

Tools, PCG, AI, UI,

Engine, Multiplayer

Hobbies: Video

Games, Music,

Cooking, Acting,

Movies, Tutoring

Experience

Gameplay and Tools Programmer

Project Rogue

Jun. '22 - Aug. '23

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

- Utilized my own Unreal Engine Save Game Library for saving and loading data for actors and players

- Featured custom dungeon and loot generation, combat, spells, UI, and AI behaviors

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

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 design teams to save and load game data

- This tool is live on the Unreal Engine Marketplace and regular updates are driven by user feedback

- Created and maintained in C++, simplifies data management via Blueprint nodes library