

Thomas Jensen | Game & Tools Programmer

Hey there,

I'm excited to be applying for the Gameplay Programming intern position! Given my passion for video games and experience in game development, I'm confident that I make a strong candidate.

WHO AM I?

I have been playing video games my entire life, and as a programmer, I take great pride in bringing ideas to life. I've dedicated my life to gaming, and enjoy learning new ways of making games and developer tools. My goal as a game developer is to become an Unreal Engine expert so that I can solve any problems that arise in any project.

WHY ME?

My focus as a game programmer is C++ for Unreal Engine, and I put effort into making stable, scalable systems for designers. I have been using Unreal engine for 6 years, and I believe that my experience will be beneficial to the company. Over the years, I have worked on different types of games and mechanics to be able to push the boundaries of what I can do in Unreal, as well as improving how mechanics work together. I'm a fast learner and enjoy going the extra mile.

I think this will be a great opportunity for me to grow as a programmer and be able to help others grow. It's an exciting challenge to have new problems to solve and find the best tool in my toolbox for the job.

Thank you so much for taking the time to review my application, I really do appreciate it. If I can offer any additional information or references, please let me know!

Best,
Thomas
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