Thomas Jensen

Game & Tools Programmer

jensen.thomas.howard@gmail.com

portfolio: hrimfisk.github.io

Skill   Level

Languages:

C++

C#

Lua

Tools:

Unreal

Perforce

SDL2

SFML

Unity

Git

Education

Bachelor of Science, Undergraduate

Game Programming

Academy of Art University

San Francisco, CA

Expected Graduation Dec 2025

Interests: (in no particular order)

Gameplay, Engine, Tools, PCG, AI, Multiplayer, UI

Hobbies: Video Games, Music, Cooking, Acting, Movies, Tutoring

Experience

Wyzant 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 Lib | 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 Lib for saving and loading every player character

- Custom dungeon and loot generation, combat, spells, UI, and AI