

Thomas Jensen | Game & Tools Programmer

Hey there,

I'm excited to be applying for the Game Systems Programmer 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've been playing video games since I could hold a NES controller, and I take pride in bringing games to life and helping designers build games. I have known that I wanted to make games my entire life, and I started doing it in my mid-late 20's creating arcade games for Starcraft 2. During those years I experimented with lots of different designs and mechanics, and that journey helped me realize that this is what I'm passionate about. My journey for game development in C++ started in fall of 2019 at the Academy of Art University and I have been hungry for more ever since.

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 learning and working in 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 have also dabbled in networking and replication, as well as developing for Android.

I think this will be a great opportunity for me to grow as a programmer and share my experiences with others to help them 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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