

Thomas Jensen

Game Programmer

jensen.thomas.howard@gmail.com

portfolio: hrimfisk.github.io

Skill

Level

C++	<div><div></div></div>
C#	<div><div></div></div>
Lua	<div><div></div></div>
Unreal	<div><div></div></div>
Perforce	<div><div></div></div>
SDL2	<div><div></div></div>
SFML	<div><div></div></div>
Unity	<div><div></div></div>
Git	<div><div></div></div>

Education

Bachelor of Science

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: 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 Library: 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 Library for saving and loading every player character
- Custom dungeon and loot generation, combat, spells, UI, and AI