- 10 years of professional experience with a strong combination of programming and graphical skills.
- Excellent organisational, research and problem solving abilities.
- Have attention to detail and produce clean, efficient and well-documented code.
- Very self-motivated and passionate about learning new solutions and technologies.

Languages: C++, C++/CLI, C#, QML, Javascript, CMake, MEL, HLSL, GLSL, Python
Libraries/Tools: Qt, DirectX, OpenGL, Boost, Git, Perforce, SVN, JIRA, Conan, Unity, Autodesk Maya
Platforms: Windows, macOS, iOS
Portfolio: www.karajensen.com

PROFESSIONAL EXPERIENCE

Senior Software Engineer, Pix4D, 2018+
Experience in C++, Qt, QML, Javascript, CMake, Conan, Git, JIRA.
Development for Windows, macOS and iOS.

Software Engineer, Wargaming, 2016 - 2018
Experience in C++, Qt, QML, Javascript, Python, CMake, Git, Perforce, SVN, Plastic, JIRA.
Involved in 2 teams of 3 to 9 developers and 2 artists using agile methodology.
Participated in sprint planning, standups, code review, story breakdown and management.
Provided technical support for the World of Warships Saint Petersburg studio tools team.
Contributed to multiple projects across several Wargaming studios:

- Development of a studio shared Qt/QML tools framework for Windows and macOS
- Qt/QML tool package for artists for an unreleased multiplayer online game
- R&D project for integrating fbx format into World of Tanks Maya plugin and pipeline

Software Engineer, Immersive Technologies, 2012 - 2016
Experience in C++, C#, C++/CLI, Boost, DirectX, HLSL, Javascript, Git, JIRA, Unity.
Contributed to 8 releases of commercial simulation software with over 50 simulated machines.
Involved in 5 teams of 2 to 8 developers using agile methodology.
Participated in the full software life-cycle including iteration planning, standups, code review and release.
Designed and implemented features in a legacy code base:

- Created client-integrated tools for both developers and artists
- Integrated Open Asset Import Library and Unity with Oculus VR
- Developed HTML Canvas and Javascript framework for machine automation training

EDUCATION

Advanced Diploma of Professional Game Development, Academy of Interactive Entertainment, 2015 - 2016
Experience in C++, C#, OpenGL, GLSL, Unity, PhysX, OpenCV and Photon Networking.

Bachelor of Film and Digital Media, Majoring in Animation, Deakin University, 2009 - 2011
Experience in C++, DirectX, HLSL, Python, Motion Capture, MEL, Autodesk Maya and Motion Builder.

2022	Debugging and Profiling Qt workshop	**2014**	Mobile applications in HTML5 short course
2021	Squish for Qt workshop	**2014**	SQL and databases short course
2019	Advanced QML KDAB workshop	**2013**	Python and PyQt for Maya workshop
2017	Scripting and Tool Dev for Maya workshop	**2013**	Autodesk certified training for 3ds Max
2014	Microsoft Technical Associate examination	**2011**	Academic certificate in Information Technology