

# Markus Jensen

Gameplay programmer

## Contact



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## Skills

- C++
- C#
- Unreal Engine
- Unity Engine
- Git
- Fast learning

## Education

### PlaygroundSquad

2023 - 2025

Higher vocational degree in game programming

### Karlfeldtgymnasiet

2020 - 2023

High school diploma specializing in IT

## References

Available on request.

## Projects

### Deliver At All Costs | ~2 months (2025)

- Got hands on experience with working on a larger professional project while working on assigned tasks, fixing bugs and improving gameplay features. Tasks could be fixing:
  - General bugs
  - Issues within missions
  - Car upgrade exploits

### Unannounced Project | ~4 months (2025)

- Programmed prototypes for future Far Out Games projects. Prototypes include but are not limited to:
  - Player Car Controller
  - Player Car Abilities
  - World Transportation System

### DriveBack: San Juego | 9 Weeks (2024)

- I created a physically simulated, arcade car controller. With features such as:
  - Traction control & ABS
  - Suspension using UE5 physics
  - Gearbox and engine simulation
  - Torque curve
  - Anti-roll bars

## Experience

**Far Out Games** | Internship | Gothenburg, Sweden | Dec 2024-Jun 2025

- Gameplay & generalist programming intern

**Outokumpu** | Summer job | Avesta, Sweden | 2023, 2024, 2025

- Process operator, welder