Markus Jensen

Gameplay programmer

Contact

📞 +46 70-636 72 23

✉ jensenmarkus.04@gmail.com

🌐 markusjensengp.github.io

in linkedin.com/in/markus-jensen-287799310

Skills

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

Education

PlaygroundSquad
2023 - ongoing
Higher vocational degree in game programming

Karlfeldtgymnasiet
2020 - 2023
High school diploma specializing in IT

References

Available on request.

Projects

DriveBack: San Juego | 9 Weeks (2024)

- I created a physically simulated, arcade car controller.

  Some car features:
  - Traction control & ABS
  - Suspension using UE5 physics
  - Gearbox and engine simulation
  - Torque curve
  - Anti-roll bars

Best Laid Schemes | 6 Weeks (2023)

- I worked both as a gameplay and generalist programmer.

  My main features:
  - Camera controller
  - Character system
  - Players
  - Enemies

  Additional contributions:
  - Pathfinding
  - Game loop system

Work experience

Outokumpu | Summer job | Avesta, Sweden | 2024

- Worked as a process operator once again.

Outokumpu | Summer job | Avesta, Sweden | 2023

- Worked as a process operator with a lot of responsibilities.

Eskilns camping | Summer job | Fagersta, Sweden | 2022

- Worked as cashier, waiter and cook, in a stressful environment.