

Thomas J. Fenske

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1301 University Ave SE Apt 311, Minneapolis, MN 55414

EDUCATION

Metropolitan State University

College of Sciences

- Bachelor of Science
- Major: Computer Science

Saint Paul, MN

Expected Graduation: May 2027

WORK EXPERIENCE

Eden Prairie Girls Basketball Association

Lead Referee and Coordinator

Eden Prairie, MN

November 2017 - September 2021

- Led and managed an average team of 12 referees to officiate basketball games.
- Created schedules for employees and scheduled facilities for use each week.
- Communicated with youth players, coaches, and parents about rules and safety information.

Eden Prairie Community Center

Shift Lead and Vending Operations Manager

Eden Prairie, MN

July 2018 - September 2021

- Trained and led team of 10-15 employees in office, food service, and outdoor environments.
- Managed food inventory, placed weekly distributor orders, and supervised use and stock of eight vending machines.

Water Safety Instructor

December 2020 - September 2021

- Taught swimming lessons three times a week to an average group of 10 students.
- Taught students of all ages, taught about the importance of safety in and around water, and communicated with parents and patrons about progress.

Lifeguard

September 2020 - September 2021

- Certified in American Red Cross Lifeguard and CPR/AED for professional rescuers to enforce in-water and out of water safety.
- Enforced water safety in and out of the pool, assisted in emergencies, and provided first aid.

PROJECT EXPERIENCE

Personal Website

- Programmed a personal website and portfolio using HTML and CSS using Visual Studio. Deployed website using Github Desktop and Repositories and hosted using Github Pages. All code, images, and assets used were personally created.

Game Demos

- Coding and asset creating experience gained by creating several small-scale video game demos within Unity and Godot with GDScript and C++ exclusively using assets created personally in Blender, Aseprite, and Gimp.

Personal Video Editing

- Video production and editing experience gained by producing videos created in DaVinci Resolve and OBS using personal footage and overlays created in Adobe Fresco and Aseprite.

SKILLS

Code Languages: Experience with JavaScript, HTML and CSS. Basic familiarity with C++ and Java.

Software Experience: Godot and Unity game engines, Blender, DaVinci Resolve, OBS, Adobe Photoshop, Aseprite, VS Code

Technical Skills: Microsoft Excel, Word, Powerpoint, Google Docs, Drive, Sheets.

Soft Skills: Leadership, Emotional Intelligence, Time Management, Adaptability, Quick Learner, Scheduling, Management.