Thomas Jensen

Game & Tools Programmer
Portfolio: hrimfisk.github.io
Gmail: MeltyKeyboard@Gmail.com
LinkedIn: LinkedIn.com/in/hrimfisk

Skills

Languages:

C++

C#

XML

JSON

Lua

Tools:

Unreal

Unity

Perforce

Git

SDL2

SFML

Education

Bachelor of Science

Game Programming

Academy of Art

University

2019 - 2025

Interests: Gameplay, Tools, PCG, AI, UI, Engine, Multiplayer

Hobbies: Video Games, Music, Cooking, Acting, Movies, Tutoring

Experience

Game Programmer

Unannounced Action Game   Jul. '23 - Present

- Created and implemented several game mechanics in a large scale multiplayer project
- Improved and expanded various systems to improve the development process of the project owner
- Reverse engineered existing code to rebuild and expand game mechanics and systems
- Fixed numerous bugs in the multiplayer asset pack the game was built from

Scare Actor

Fear Overload Scream Park   Oct. '22 - Present

- Helped train other Scare Actor's to safely scare customers and provide assistance to customers or other actors when necessary
- Created backstories, designed costumes, and developed characters
- Incorporated seasonal demands into my schedule in additional to other jobs and priorities

Programming Tutor

Wyzant   Mar. '22 - Present

- Taught a wide range of programming concepts in C++ and Unreal Engine 4/5
- Rapidly prototyped demos and visual representations
- Advised on best practices for unpredictable programming challenges - Quickly absorbed programming concepts adapting to potential client needs - Walked clients through various operations, including debugging and optimization