

John C. Jensen

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Portfolio: johncjensen.com

WORK EXPERIENCE

Self Employed

Jan. 2014 – Present

Independent Unity Developer

Tempe, AZ

- Developed and released multiple financially successful games on the Google Play Store as a solo developer.
- Performed all roles from start to finish, including programming, art, animation, deployment, and marketing.
- Self taught all facets of development while focusing on raising C# programming to an advanced level of skill.

Various Clients

Jan. 2014 – Present

Freelance Unity Developer/Consultant

Tempe,

AZ

- Worked with clients to produce code & animation according to their needs.
- Guided clients on how to best accomplish their development goals.

Move Inc.

May 2017 – July 2019

Team Leader

Scottsdale, AZ

- Supervised team members and conducted regular one on one coaching & performance feedback sessions where I provided constructive criticism and positive mentorship.
- Provided procedural and technical guidance to team members on an as-needed basis.
- Collaboratively planned and implemented procedures for new tools and products, as well as administered training sessions & drafted related documentation.

SKILLS

Unity

- **C#** - Authoring readable and performant code with reusability in mind. Adaptable to team coding standards.
- **ScriptableObjects**- Building modular data architecture w/ intuitive editor interfaces for rapid content creation.
- **UI**- Expertise in all aspects of Unity's UI system, including the Auto Layout system and TextMesh Pro.
- **Animation**- Extensive experience with the animation system, and authoring efficient animator controllers.
- **Particle Effects**- Creating flashy effects using Unity's built in particle system and Shader Graph.
- **Optimization**- Employing Unity's Profiler to pinpoint & eliminate performance bottlenecks.
- **Miscellaneous Unity Tools**- Familiarity with Cinemachine, Collaborate, Tilemap, and Timeline.

Digital Art

- **Clip Studio**- Creating hand-drawn game assets.
- **Photoshop**- Retouching & compositing photos. Illustrating logos and UI artwork.
- **Premiere Pro & After Effects**- Editing & cutting together videos, adding titles, animations, and effects.

Interests- Video games; Desert hiking; Community (TV show); Whale watching; Reading non-fiction; Spooky movies; Roller coasters; Weight lifting; Drawing

EDUCATION

Scottsdale Community College

Communications Major

Scottsdale, AZ