

John C. Jensen

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Portfolio: johncjensen.com

WORK EXPERIENCE

ARCS Aviation

Nov. 2020-Jan. 2022

Senior Developer

Remote

- Designed and developed interactive augmented reality applications for the HoloLens using the Unity Engine
- Successfully built three separate AR training modules for the Air Force NDI Schoolhouse as sole developer; the customer reported that the modules have been wildly popular, with officers visiting just to experience them
- Part of a team that developed an AR system to allow aircraft painters to scan and record the thickness of paint in 3D space for later recall, was the creator of a tablet app for remote viewing of the data
- Built a framework to automate the animation of UI elements in AR space

Self Employed

Jan. 2013 – Present

Independent Unity Developer

Fountain Hills, 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 focused on raising C# programming to an advanced level of skill.

Various Clients

Jan. 2013 – Present

Freelance Unity Developer/Consultant

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

SKILLS

Unity

- **C#** - Authoring readable and performant code with reusability in mind.
- **AR/VR** - Developing immersive interactive experiences for virtual and mixed reality devices.
- **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.
- **Miscellaneous Unity Tools**- Familiarity with Networking, Cinemachine, Tilemap, and Timeline, and version control via Plastic SCM & Git

Web Development

- **Front end**- Knowledge of JavaScript, CSS, HTML, EJS, Wordpress, Bootstrap, React.js
- **Back end**- Familiarity with Node.js, Express.js and REST APIs
- **Database**- Experience with GraphQL, SQL, etc

Digital Art

- **Blender/Substance Painter**- Modeling, rigging, texturing, and animating game-ready assets
- **Photoshop/Illustrator**- Retouching & compositing photos. Illustrating logos and UI artwork.
- **Premiere Pro & After Effects**- Editing & cutting together videos, adding titles, animations, and effects.

EDUCATION

Scottsdale Community College

Communications Major

Scottsdale, AZ