

Travis Jensen - Designer

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Skills and Software

- Unreal Engine 5
- Trello
- Python/Java
- Unity Engine
- SCRUM/AGILE
- Perforce
- Faster Learner
- Self Motivated
- Team Player

Projects and Work Experience

Barnacles, Beers, and Brawls, August 2023 – May 2024 <https://magusconjuror.itch.io/barnacles-beers-and-brawls>

Level Designer and Microgame Designer

Designed and created the concepts and block-outs for the Main Bar and Tutorial levels.

Designed the Mopping Microgame and helped oversee implementation.

Ultimate Fighter, January 2023 – May 2023

Game Designer

Designed the Powerups that players get at the end of each level.

Designed the Weapon Types and Elements that players would use.

Server/Sever, August 2022 – December 2022

3D Modeler and Game Writer

Create the base model used for the villager NPCs.

Write the dialogue for the villager NPCs.

Garcia's Mexican Restaurant, May 2017 – March 2020

Busser

Clean tables, serve chips and salsa to customers.

Responsible for opening and closing the restaurant.

Education

University of Utah, Division of Games: May 2020 – May 2024

B.S. in Games (BSG) degree

Game Designer, focusing on Level Design, Narrative Design, and Game Design

Chandler Gilbert Community College: August 2019 – May 2020

Personal

Maintaining consistent Dungeons and Dragons group for multiple years as the Dungeon Master.