

BROOK JENSEN

PROGRAMMER • WRITER • NARRATIVE DESIGNER

SKILLS

- Gameplay and Engine programming
- Web development
- Tool creation and design
- Profiling
- Collaboration with artists, designers, and engineers

PRGORAMMING

- C++, C#
- Python
- React/Redux/NodeJS
- HTML/JS/TS/CSS

TOOLS



PUBLICATIONS

“Choices Don’t Matter: At Least, The Good Ones Don’t”
– First Person Scholar, 2017

INTERESTS

Fiction, tabletop roleplaying, LARPs, community organizing, and reading dense history books.

VIDEO GAMES

SCENARIO WORLD • WRITER, DESIGNER, PROGRAMMER • SEPT 2018 – PRESENT

As a programmer and designer, I created online learning games for companies to teach their software in a fun and engaging way to new clients. I used the full spectrum of NodeJS technologies including React, Redux, and Typescript to deliver dynamic web apps that simulated software shipped by the client.

Using these same technologies, I also produced a web platform for shipping interactive fiction integrated with unique gameplay. On this platform, I wrote and shipped two games, one which won 10th place in the 2020 Interactive Fiction Competition ([Sense of Harmony](#)) and another which was selected for commission by the Wordplay 2020 Festival in Toronto ([OverTaxed](#)).

I also open-sourced tools developed in these projects, including a [port of Inkle’s Ink script interpreter to C++ and Unreal](#), and a port of [Articy’s interpreter to NodeJS for web developers](#).

NEXT LEVEL GAMES • PROGRAMMER, WRITER • JAN 2016 – APRIL 2019

As a gameplay programmer, I helped build the procedural generation system that powers the networked multiplayer mode in [Luigi’s Mansion 3](#). I also networked many of the game’s systems and entities originally built for single player and implemented gameplay in the game’s many couch competitive party-games.

As a tool and engine programmer, I improved and expanded upon the in-house game making tools at the company such as their level editor and character creation toolkit. This included software development on the tools but also substantial work on the game engine to support new systems, including the new level framework required to develop Luigi’s Mansion 3. I also created an entirely new visual effects authoring tool now used as the standard at the company for use by effect artists, sound designers, and technical artists. I worked closely with all parties to build a system that met their creative and workflow needs. All this was done in C++, C#, and Python.

I was also responsible for engineering a custom debugging system for the game's mission scripts, allowing designers and level editors to place breakpoints in the in-house scripting language and inspect variable states, query game object's, etc. and integrated this into all the custom tools used by the company.

As a network programmer, I created networking subsystems for online and local play. This included a new low-level arbitration system to resolve gameplay conflicts caused by latency across multiple machines.

IT'S YOU: A BREAKUP STORY • LEAD WRITER, PROGRAMMER • JAN 2017 – AUG 2018

As a programmer and designer, I created a topic-based dialogue system where the antagonist attempts to manipulate the player out of breaking up with them. I also built and implemented all the game's UI screens and the voice acting system which I integrated into Inkle's Ink narrative design language.

As a writer, I worked with a team to produce all the dialogue and oversaw direction of two thousand cues of recorded dialogue.

ELECTRONIC ARTS • PROGRAMMER • JAN 2015 – APRIL 2015

As a programmer, I worked on the Online team in the NHL franchise developing features to support online-game flow and player matchmaking. Dealt with bugs across multiple platforms.

EDUCATION

WRITER'S STUDIO CERTIFICATE • 2018 • SIMON FRASER UNIVERSITY

Speculative fiction workshop group. Studied under Canadian science-fiction author Hiromi Goto. Short story "Baking with Betsy" was published in the programs annual Emerge anthology.

BACHELORS IN COMPUTER SCIENCE • 2015 • UNIVERSITY OF WATERLOO

Special studies in graphics programming, networking, compilers, and operating systems. Minored in English Language and Literature with a focus on post-colonial and American literature.