

Nick Jensen

Software Engineer, Berlin

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Experience

Software Engineer at Jambl GmbH

Oct 2018, Berlin

Developed the video sharing feature for the beat-making app, [Jambl](#). Using Pure Data and Apple's AVFoundation, I created an algorithm to cleverly slice, and sync a short, recorded video to music made with the iOS app. These videos are then branded and can be shared on social media.

Game Developer at Fox & Sheep GmbH

Oct 2017 – Sep 2018, Berlin

Worked as a freelancer on multiple kids games for iOS and Android. These include [Little Fox Train Adventures](#), [Little Hospital](#), and another in partnership with Mercedes Benz release date TBD. Technologies include Unity 3D, C#, Strangeloc, and Spine.

Game Developer at Elbow Rocket

Jan 2017, Berlin

Personal project. I developed the game [Soapy Station](#) in Unity with one artist, and a sound designer friend. Soapy Station is a hyper-casual game for all ages, inspired by the Japanese subway's visual and aural aesthetic, in which players wash trains as they pass through the station.

Game Developer at Wooga GmbH

Aug 2015 – Aug 2016, Berlin

I was an Engineer on the [Pearl's Peril](#) team. My main task was to lead the deprecation of the original, native, Objective-C codebase in favor of a single Unity application that ran on both Android and iOS. In addition to working in Unity I was also heavily involved in making the necessary changes to the asset pipeline, CI build process, and migration planning.

Game Developer at Chatterbox GmbH

Jan 2017 – July 2017, Berlin

Worked as a freelancer to develop the first title, [Mini Golf Battle](#), for Chatterbox Games. The game featured multiplayer, turn-based play via iMessage. It was developed with Objective-C, C++, Box2D, and Apple's SpriteKit and iMessage extension framework.

Mobile Director at PHHHOTO

May 2014 – May 2015, New York City

Led the development team of PHHHOTO® and the PHHHOTO Pro® booth. Made core architecture decisions and helped solve complex problems with scaling and performance of the mobile app and back-end. Designed and developed an image processing server in NodeJS with a CDN layer to facilitate traffic growth. Built out the original server-side application and test suite in Ruby and Rspec and coached the team in implementing best TDD practices.

Senior Software Engineer at HYPERHYPER

June 2011 – Dec 2013, New York City

I played a senior role at the software agency, I led the technology team and development for all client iOS apps. Notable projects include the Cool Hunting Gift Guide, Frequency, and the Paddle8 bidding kiosk.

Software Engineer at Techstars

Spring 2014, New York City

I participated in a 3-month Techstars accelerator program as a “Hackstar”. I was able to work with 13 startups and contribute my engineering expertise in Unity, C#, Objective-C, and C++. I also gained valuable knowledge about starting a business and being an entrepreneur.

Software Engineer at Bundle

Jan 2010 – Sep 2010, New York City

Now Capital One Labs; Bundle was a personal finance website. I worked with them as a front-end developer to help launch a new product contributing my skills in iOS, Flash, Python and Javascript.

Software Engineer at Adobe

Sep 2009 – Dec 2009, New York City, San Jose

I worked with a large team of Adobe consultants on an AIR application designed for medical professionals. I was brought on as part of a large refactoring job and was required to follow strict scrum guidelines and test driven development.

Software Engineer at Major League Baseball

Nov 2008 – Aug 2009, New York City

I worked with Major League Baseball's technology team as one of the primary Flex developers for the MLB.TV video player. I was responsible for the development of numerous Flex components that are integrated into the player. These included the game programming guide, highlight reel and fantasy player tracker. I also later developed the multi-camera angle front-end which debuted for the 2009 All-Star game.

Web Developer at Finetune

Nov 2006 - Sep 2008, Boston

Finetune was an online music startup. My focus was primarily the front end, using PHP, Javascript, Flash, HTML and CSS. I also created Python APIs for many of the different embedded players.

Honors and Awards

Salesforce, Accenture Hack and Wear Hackathon – 3rd Place

June 2015, Berlin

Formed a team of 3 people at the event and led development of a haptic-based navigation app for Android Wear. Created a functioning prototype in 48 hours, which I pitched and presented to an audience and panel of judges. We received 3rd place place of 20 teams.

Education

New England Institute of Technology

Associate of Science (A.S.), Software Engineering

2004 – 2006