

KURT JENSEN

Games Student Focusing on Narrative and Game Design

EXPERIENCE

Narrative and Game Designer for Mobile Town Sim and Puzzle Game, University of Utah Capstone

August 2026– the present

- Design game narrative to produce a clear story that makes sense with gameplay
- Design overall game loop to produce a fun gameplay experience
- Collaborate with other designers and members of the team to keep everyone knowledgeable of the vision and current scope of the project
- Produced prototypes to hone into what game loop is the most fun to play

**Video Game News and Opinion Writer
–Personal Blog**

June 2020– the present

- Wrote opinion pieces for the gaming website [Ouch that Hertz!](#), I left in 2021
- Perform editing and rereading before posting
- Make articles interesting by placing images
- Make sure the post subject is interesting before writing

Urlymade.com, Spanish Fork Utah — Web Design and Social Media Production

March 2021– August 2026

- Produce Social Media Posts multiple times a week
- Post in various groups and pages across the internet
- Develop large amounts of reputable organic traffic
- Sold hundreds of dollars of merchandise

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EDUCATION

University of Utah, Salt Lake City, Utah
—*Bachelor's Degree in Games*

May 2023– Present (in progress)

Brigham Young University, Provo, Utah
—*Bachelor's Degree in Social Cultural Anthropology*

Jan 2015 – Jan 2020

Projects

Historical Fiction Novel “Rye’s Rite” (<https://a.co/d/dGBxKjv>)
Ghost Boyd (novel in progress)

SOFTWARE SKILLS

Unreal Engine 5 (in training)

Adobe Substance Painter

Game Maker (in training)

Maya

COURSES

GAMES3035, Storycrafting for Games

GAMES3710, Trad Game Development

GAMES3720, Alt Game Development

GAMES2100, Intro to Game Design

LANGUAGES

English

Portuguese