

William Jensen

Billy (he/him)

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Objective

I am a self-taught software engineer with 3 years of industry experience. Currently I'm pursuing an M.S. in Computer Science at DePaul University and working as a Software Engineering Intern in video game development. I'm passionate about problem solving and designing well documented extensible codebases.

Education

M.S. | Computer Science DePaul University

📅 2020-09 – 2023-05 📍 REMOTE

Concentration: Game and Real-Time Systems

Coursework: Optimized C++, Object-Oriented Software Development, Applied Algorithms, Database Technologies, Data Structures I & II, Systems I & II, and Applied 3D Geometry

B.M. | Professional Music Berklee College of Music

📅 2013-09 – 2017-05 📍 BOSTON, MA

Concentrations: Film Scoring and Contemporary Writing and Production

Work experience

Demiurge Studios

📅 2022-02 – present 📍 BOSTON

Unity3D, C#, C++, and Perforce

Software Engineering Intern

- Designed and implemented gameplay features and documented in Technical Design Docs.
- Collaborated with Designers and Artist to implement new features.
- Performed routine optimization, bug fixes, and code reviews
- Coordinated with Client team to plan and implement requested features.

Autonodyne

📅 2018-10 – 2021-06 📍 BOSTON, MA

Unity3D, C#, Java, Adobe Illustrator, and Git

Software Engineer - (2020-09 - 2021-06)

- Transitioned out of management while pursuing full-time masters degree in CS
- Software Engineering Manager - (2020-01 - 2020-09)**
- Led a team of 5 software engineers while maintaining individual contributor role
- Oversaw AR application design and implementation
- Led Android development and coordinated port from Android to Windows
- Software Engineer - (2018-10 - 2020-01)**
- Developed drone control station applications for Android and Windows
- Led design and implementation of UX optimized for Mobile platforms (tablet and phone)
- Ported UX to Windows platforms (tablet and PC)
- Developed VR application to simulate market-leading AR headsets for rapid AR prototyping

Skills

C#

Java

C++

C

SQL

Python

Git

Perforce

Unity3D

Adobe Illustrator

Adobe Photoshop

Jira

Confluence