

WILLIAM JENSEN

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OBJECTIVE

Seeking a career in professional game development. Passionate about creative problem solving. Self-taught Software Engineer with a background in music composition and production.

WORK EXPERIENCE

Software Engineering Manager 01/2020 – present
Autonodyne, Boston, United States

- Led a team of 4 software engineers and oversaw individual project development
- Ran weekly stand-ups, to ensure team's continued progress and re-assess priorities
- Managed interns, providing technical leadership
- Coordinated AR software design
- Continued to develop software as an individual contributor

Software Engineer 10/2018 – 01/2020
Autonodyne, Boston, United States

- Developed software for controlling multiple small UAS (drones) using Unity 3D and C# for Android and Windows platforms
- Designed and implemented UX optimized for Mobile and Windows platforms
- AR/VR Technical Lead
- Simulated all market-leading AR headsets in a VR environment for rapid prototyping

Phonathon Student Caller 10/2014 – 12/2014
Berklee College of Music, Boston, United States

- Connected with alumni and parents about their experiences with Berklee, updated information, and requested donations for scholarship fund through outgoing calls

SKILLS

Software Development

Unity 3D ●●●●●
C# ●●●●●
VR/AR Development ●●●●●
Python ●●●●●
Javascript ●●●●●
HTML5/CSS3 ●●●●●

Design Software

Adobe Illustrator ●●●●●
Adobe Photoshop ●●●●●
Google Sketch-up ●●●●●
Autodesk Maya ●●●●●
Adobe Premiere ●●●●●

Music Technology

Pro Tools ●●●●●
Logic ●●●●●
Wwise ●●●●●

EDUCATION

B.M. in Professional Music 09/2013 – 05/2017
Berklee College of Music, Boston, United States

- Concentrations in Film Scoring and Contemporary Writing and Production (Focused on scoring and sound design)
- Began programming and developing games after working on art and audio for a small video game project
- Technical coursework includes Logic & Programming in Unity3D and C#
- Built original BreakoutVR game for Virtual Reality (HTC Vive) in Unity3D; Constructed 3d assets and textures, designed and implemented gameplay mechanics and systems