

# 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

- Lead a team of 4 employees and oversee individual project development
- Run weekly stand-ups, to ensure team's continued progress and re-asses priorities
- Manage interns, providing technical leadership
- Coordinate AR software design
- Continue to develop our software as an individual contributor

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







- Develop software for controlling multiple small UAS using Unity 3D and C# for Android and Windows platforms
- Design and implement 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
- Achieved record for highest single donation received

## 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