# William Jensen

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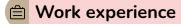
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### Objective

I am a self-taught software engineer with 2-1/2 years of industry experience, currently pursuing an M.S. in Computer Science at DePaul University. I am looking for an engaging internship role in software development.



2018-10 – 2021-06 BOSTON, MA **Software Engineer - Autonodyne** *Technical Lead in Unity3D and AR/VR* 

- Developed Android and Windows applications for controlling multiple sUAS (drones) using Unity3D and C#
- Led design and implementation of UX. Optimized UX for Mobile platforms (tablet and phone) and ported UX to Windows platforms (tablet and PC)
- Simulated all market-leading AR headsets in a VR environment to allow for rapid prototyping of AR multi-sUAS control stations

# 2020-01 - 2020-09 BOSTON, MA **Software Engineering Manager Autonodyne**

- Led a team of 5 software engineers and 2 interns while continuing my full-time role as an individual contributor
- Oversaw AR application design and implementation
- Led Android development and coordinated port of application from Android to Windows



### ~ SOFTWARE DEVELOPMENT

Unity 3D

C#

C++

Java

C

Python

DESIGN SOFTWARE

Adobe Illustrator

Adobe Photoshop

#### ~ MUSIC TECHNOLOGY

Pro Tools Logic

~ SOURCE CONTROL

Git, Perforce

## **⊗** Education

2020-09 - PRESENT REMOTE

# M.S. | Computer Science DePaul University

Anticipated completion May 2023

2013-09 - 2017-05 BOSTON, MA

# B.M. | Professional Music Berklee College of Music

- Concentrations in Film Scoring and Contemporary Writing and Production
- Focused on production, scoring, and sound design for mixed media (films, ads, games etc..)
- Self-taught programming and game design while completing my degree in music