

William Jensen

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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.



Work experience

2018-10 – 2021-06 BOSTON, MA

Software Engineer Autonodyne

- Developed Android and Windows applications for controlling multiple sUAS (drones) using Unity3D and C#
- Lead design and implementation of UX, optimized for Mobile platforms (tablet and phone) and ported to Windows platforms (tablet and PC)
- Unity3D Technical Lead
- AR/VR Technical Lead
- 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

- Took on managerial responsibilities while continuing my role as an individual contributor
- Led a team of 5 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



Skills

~ SOFTWARE DEVELOPMENT



~ DESIGN SOFTWARE



~ MUSIC TECHNOLOGY



~ SOURCE CONTROL



Education

2020-09 – PRESENT REMOTE

M.S. | Game Programming 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