

# WILLIAM JENSEN

Date of birth: 1994-11-06  
Web: [www.wjjensen.com](http://www.wjjensen.com)  
Nationality: United States  
Address: 23 Hurd Rd, Brookline 02445-7183, United States  
Phone number: 7745717904  
Email address: [wjensen.games@gmail.com](mailto:wjensen.games@gmail.com)



## WORK EXPERIENCE

**Software Engineer (and Manager)** 2018-10 – present  
Autonodyne, Boston, United States

- Developed multi-sUAS control station software with Unity 3D and C# for Android and Windows platforms
- Designed and implemented UX optimized for Mobile and Windows platforms
- Simulated various AR headsets in a VR environment for rapid prototyping in virtual reality
- Lead AR/VR department
- Since January 2020 I have been working as a Software Engineering Manager in addition to my existing software development responsibilities

**Phonathon Student Caller** 2014-10 – 2014-12  
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

## EDUCATION

**Professional Music** 2013-09 – 2017-05  
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#
- Led team of novice classmates through project's game development process; defined goals and objectives, supported with personal assistance, debugging, and coordinated with source control
- Built original BreakoutVR game for Virtual Reality (HTC Vive) in Unity3D; Constructed 3d assets and textures, designed and implemented gameplay mechanics and systems

## 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



## ABOUT

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

## ★ STRENGTHS

Self Motivated

Problem-solving

Critical thinking

Diligent

Learning

Creativity

Teamwork

## SOCIAL MEDIA



@BillyJensen