

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 *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



Skills

~ SOFTWARE DEVELOPMENT



~ DESIGN SOFTWARE



~ MUSIC TECHNOLOGY



~ SOURCE CONTROL

Git, Perforce



Education

2020-09 – 2023-05 REMOTE

M.S. | Computer Science **DePaul University**

- **Highlighted Courses:** Optimized C++, Data Structures I & II, Systems I & II
- **Upcoming Courses (Winter & Spring 2022):** Applied Algorithms and Structures, Object-Oriented Software Development, Distributed Systems, and Database Technologies

2013-09 – 2017-05 BOSTON, MA

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

- **Concentrations:** Film Scoring and Contemporary Writing and Production
- Focused in production, scoring, and sound design for mixed media (films, ads, games)