

William Jensen

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Objective

I am a self taught game developer working full-time as a software engineer while pursuing an M.S. in Game Programming. I'm passionate about creative problem solving and re-usable modular design and am excited to transition into professional game development.

Work experience

2018-10 – PRESENT BOSTON, UNITED STATES

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, UNITED STATES

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
- (switched myself out of management upon starting graduate school in September 2020)*

Skills

~ SOFTWARE DEVELOPMENT



~ DESIGN SOFTWARE



~ MUSIC TECHNOLOGY



~ PLATFORM EXPERIENCE



Education

2020-09 – PRESENT

M.S. | Game Programming DePaul University

- I am currently finishing up my first year at DePaul University pursuing a masters degree in Game Programming (fully-remote).

2013-09 – 2017-05 BOSTON, UNITED STATES

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)