

Billy Jensen

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Objective - An entry-level position on a game development team.

I enjoy implementing game play mechanics with dynamic feedback emphasizing user engagement. I focus on constructing well documented software for performance and code reusability.

Work Experience

INDIPENDENT GAME DESIGN | WWW.WJJENSEN.COM

2017 - 2018

- Focused endeavor in independent game design on various small projects
- Solidified experience with software design in C#, Unity, and Python
- View my portfolio at www.wjjensen.com

PROJECT WORK | BERKLEE COLLEGE OF MUSIC

2015 - 2017

- As a project leader, I've focused on outlining goals and objectives, hosting consistent progress checks, and supporting the individual members on a case to case basis.
- As a team member I am self-motivated, creative, quick to pick up new skills, and I enjoy problem solving.

PHONATHON STUDENT CALLER | BERKLEE COLLEGE OF MUSIC

2014

- Responsibilities included speaking with alumni and parents about their experiences with Berklee, updating their information, and asking for donations to our scholarship fund.
- Set the record for the highest single donation received in program history

Education

BACHELOR OF MUSIC | BERKLEE COLLEGE OF MUSIC

2013 - 2017

- Major: Professional Music – Concentrations in Film Scoring and Contemporary Writing and Production

Certificates

- Unity Certified Developer (2018)

Skills & Abilities

PROGRAMING

- Most experienced with C#, Unity, and Virtual Reality Development for HTC Vive
- Some experience with Python
- Basic experience with JavaScript, HTML5, and CSS

MUSIC TECHNOLOGY

- Most experienced with ProTools, Logic, and Finale
- Basic experience with Wwise

OTHER SOFTWARE

- Proficient with GitHub, Adobe Photoshop, Autodesk Maya, Google Sketch-up, Adobe Premiere, and Microsoft Office