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

2020-09 – 2021-06   BOSTON, MA
Software Engineer - Autonodyne
- Maintained full-time individual contributor role while pursuing a full-time masters program at DePaul University

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

2018-10 – 2020-01   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

Education

2020-09 – 2023-05   REMOTE
M.S. | Computer Science
DePaul University
- **Highlighted Courses:** Optimized C++, Data Structures I & II, Systems I & II, and Applied 3D Geometry
- **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)

Skills

~ SOFTWARE DEVELOPMENT
- Unity 3D
- C#
- C++
- Java
- C
- Python

~ DESIGN SOFTWARE
- Adobe Illustrator
- Adobe Photoshop

~ MUSIC TECHNOLOGY
- Pro Tools
- Logic

~ SOURCE CONTROL
Git, Perforce