

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 – PRESENT REMOTE

M.S. | Computer Science DePaul University

Anticipated completion May 2023

- **Highlighted Courses:** Optimized C++, Data Structures I & II, Systems I & II, Applied 3D Geometry

2013-09 – 2017-05 BOSTON, MA

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 (films, ads, games etc..)
- Self-taught programming and game design while completing degree