David Jenson

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(817) 480-1443
DavidKJensonii@gmail.com
www.linkedin.com/in/david-k-jenson
github.com/dizzyj

Career Target

Software Engineer – Computer Graphics

Key Qulalifications

- Strong skills in the following languages: C, C++, C#, Racket, and Java.
- Familiar with the following software and technologies: Visual Studio, VS Code, Unity, Game Maker Studio 2, Emacs, and OpenGL.
- Highly motivated team player with an eagerness to learn from industry professionals.

Education

Bachelor of Science, Computer Science

- Western Washington University — **ABET Accredited** — GPA: 3.18 (2022–Expected Spring24)

Relevant Coursework:

- Algorithms — Operating Systems — Game Programming — Virtual Worlds — Object Oriented Design — Secure Software Development

Employment

Volunteer as a CS Tutor WWU (Jan23–Jun23)

- Tutored roughly ten students a week on fundemental Computer Science concepts such as object oriented programming, data structures, and computer systems.

Hawthorne Learning Solutions Tutor (Jan23–Feb23)

- Tutored a student on fundemental computer systems concepts such as usage of the C language, bitwise operations, and x86 assembly language.

United States Navy Aviation Electronics Technician (2015–2019)

- Worked as apart of a team in a fast paced environment to reach mission critical deadlines every day.
- Troubleshot, diagnosed, and repaired avionics systems such as RADAR, SONAR, and radio communications.
- Handled, transported, and managed equipment requiring a secret clearance.

Projects

Virtual World Builder System Plugin

- Worked in a team of four individuals to produce a plugin for a virtual world application that is used in several WWU research papers.
- Extensivly utilized Git on Github to collaborate on the project, resolving many merges of at least four branches.

Mage Escape

- Worked in a team of four individuals to create a 3D person action puzzle game spanning two levels.
- Programmed animations for four different characters and many environmental objects such as chests, doors and torches.
- Designed and implemented four enemy AI and combat.

OpenGLRenderer

- Created a basic 3D renderer that can display multiple 3D objects that are dynamically lit by a light sorce using the Blinn-Phong model.
- Wrote various shaders that can apply a texture to an object and simulate lighting using the Blinn-Phong model in the OpenGl Shading Language, or GLSL.