David Jenson

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Career Target

Software Engineer – Computer Graphics

Key Qulalifications

- Strong skills in the following languages: C, C++, C#, Racket, Java, Latex, HTML, CSS
- Familiar with Visual Studio, VS Code, Unity, Game Maker Studio 2, Emacs, OpenGL

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 —

Employment

- Hawthorne Learning Solutions Tutor (Jan23–Feb23)
- United States Navy Aviation Electronics Technician (2015–2019)

Projects

Virtual World Builder System Plugin

- Built in Unity using C#.This project is a plugin for WWU's virtual world application that allowed players to build 3D objects from primatives and save and manipulate them as a single object through networking calls.

Mage Escape

- A third person action RPG built using Unity.The player traverses multiple levels while solving puzzles and fighting enemies to progress.

OpenGLRenderer

- A real time renderer in OpenGL written in C++. Uses GLFW for OpenGL contexts and GLAD to manage function pointers. This is an on going project that reflects my current understanding of graphics programing topics as I learn them.

Additional Experience

- Intern at Games For Love (Apr23–Present)
- Volunteer as a CS Tutor WWU (Jan 23–Present)