# William Jensen

◎ Boston, MA, USA   ▯ 774-571-7904   ✉ wjjensen.cs@gmail.com
ⓘ Billy Jensen (he/him)

## About

Software Engineer with nearly 5 years of experience across game development and aerospace industries. Proven ability to design, implement, and test high-quality software. Passionate about problem solving and creativity within constraints.

## Skills

C# · C++ · Java · C · Javascript · Unity · Perforce · Git · Adobe Illustrator

## Education

### M.S. | Computer Science
**DePaul University**
📅 2023 –   ◎ REMOTE
**Concentration:** Game and Real-Time Systems
*Highlighted Coursework:*
Optimized C++ Multithreading, Real-Time Multithreaded Architecture, Optimized C++, Architecture of Real-Time Systems, Real-Time Networking, Android Development

### B.M. | Professional Music
**Berklee College of Music**
📅 2017 –   ◎ BOSTON, MA
**Concentrations:** Film Scoring and (CWP) Contemporary Writing and Production

## Work experience

### Demiurge Studios
📅 2022-02 – present (2yrs - 2mo)   ◎ REMOTE
*C++, C#, Javascript, Unity3D, Git, and Perforce*

*External Contractor On Client Projects:*
**Second Dinner**: Marvel Snap *(current)*
**Riot Games**: Team Fight Tactics
**Blizzard Entertainment**: Hearthstone - Battlegrounds

**Software Engineer**  *(2022-06  - Present)*
- Collaborated with a cross-functional team of designers, artists, and engineers on a live event.
- Successfully ported features across multiple tech stacks and platforms.
- Developed comprehensive documentation, including Technical Design Docs and process overviews to support knowledge sharing and onboarding.

**Software Engineering Intern**  *(2022-02  - 2022-06)*
- Created Technical Design Documentation and documented authoring flows for designers.
- Collaborated with designers and artists to implement new features.

### Autonodyne
📅 2018-10 – 2021-06 (2yrs - 8mo)   ◎ BOSTON, MA
*C#, Java, Unity3D, Adobe Illustrator, and Git*

**Software Engineering Manager**  *(2020-01  - 2020-09)*
- Led a team of 5 software engineers while maintaining an individual contributor role.
- Oversaw Hololens AR application design and implementation.

**Software Engineer**  *(2018-10  - 2021-06)*
- Developed drone control station applications for Android and Windows.
- Led design and implementation of UX optimized for Mobile and Windows platforms.
- Developed VR application to simulate market-leading AR headsets for rapid AR prototyping.