Jensen Holm

holmj@mail.gvsu.edu | 734.272.7736 | Allendale, MI | https://github.com/Jensen-holm

Education

Grand Valley State University, Allendale, MI *(August 2019-present)*

Bachelor of Science in Computer Science, minor in Data Science

I have Experience w/ the following: C, C++, Python, R, Go, Docker, Machine Learning & Google Cloud Platform

I am skilled w/ the following tools: Git, Github, Vim, command line, bash scripting & Tmux

Relevant Experience

White Pine Digital *(September 2022-May 2023)*

Full Stack Software Engineer Intern
- Built backend REST API's for company applications
- Constructed front end web components using react
- Independently developed comprehensive image enhancement software
- Expanded the consumer database with ethical web scraping
- Balanced 25-30 hours per week of work with full time student status

American Statistical Association DataFest *(March 2023)*

Team Leader; Sports Analytics Club
- Cleaned over two gigabytes of data
- Designed a Natural Language Processing model to quantify sentiment
- Implemented clustering algorithms to categorize conversations based on sentiment
- Constructed a Random Forest classification model using numerous factors to predict sentiment
- Awarded best insight by a panel of professional judges

GVSU Computer Information Systems Success Center *(August 2022-May 2023)*

Student Tutor
- Instructed students on object-oriented programming in python using self taught programming knowledge
- Facilitated a drop-in style workspace, while handling multiple students at one time

Kalamazoo Growlers *(May 2022-August 2022)*

Baseball Data Science Intern
- Analyzed data to find insights that improved on-field team performance
- Produced a Monte Carlo Simulation analysis system to calculate win probability and optimal lineups
- Operated the Trackman analytics system, which assesses the velocity, angle, rotational-speed, etc.
- Communicated data analysis in meaningful ways to coaches and players
- Operated Synergy cameras and sent data to all 30 Major League Baseball organizations

Independent Projects

- Undergraduate Research: Currently I am in an undergraduate research project, optimizing high performance computing (HPC) models and algorithms to assist a chemistry professors research workload
- Backprop Playground (BPPG): Hyper parameter tuning for building neural networks
- Physics engine for the G3N graphics library in written in Go
- Monte Carlo baseball time machine: Web app where users can simulate thousands of baseball games against professional teams from different eras