BRYAN A. W. JENSEN

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EDUCATION

Wheaton College, MA August 2012-Present
BA in Computer Science *(Expected May 2015)*
Honors: Dean's List
Overall GPA: 3.97/4.0 · Computer Science GPA: 4.0/4.0

San Francisco Waldorf High School August 2009-June 2012
Overall GPA: 3.91/4.0

AWARDS

CCSCNE Poster Competition: 3rd Place April 2014

- The Consortium for Computing in Small Colleges' northeastern region attracts hundreds of participants for keynote talks, and a poster competition. Out of 51 posters from college undergrads across the North Eastern U.S., our poster on the Lexos tool won 3rd place.

PROJECTS & EXPERIENCE

Knexus Research Corp. June 2014 - August 2014
Software Engineer Intern *National Harbor, MD*

- At Knexus I worked on a project for the U.S. Navy, with the goal of creating a reasoning system for a fully autonomous UAV. The project necessitated the creation of a State Prediction system which I constructed from the ground up, using Java.

Lexomics Research Group May 2013 - July 2014
Programmer/Lead Developer *Norton, MA*

- For the Lexomics Group I worked on developing both front-end and back-end (using Python, Flask and Jinja) for an open-source online suite of tools for text analysis, Lexos, quickly inheriting the majority of design and development responsibilities.
- Lexos is a suite of tools used worldwide in text analysis, with text management, preparation and analysis options involving various different machine learning techniques and visualizations.

WAVE Course Schedule August 2014 - Present
Sole Developer/Designer *Norton, MA*

- I decided to rebuild Wheaton College's course schedule from scratch, and better, with nodejs and Bootstrap. With the main focus of being mobile-friendly, WAVE also uses recent technologies and best practices (such as ES6 Promises in JavaScript), and has a vastly improved user experience.

Leap Motion Rubik's Cube August 2013 - December 2013
Developer *Norton, MA*

- I led a group in building an application for the Leap Motion Controller, leveraging the interface capabilities to allow a user to manipulate, scramble and solve a Rubik's Cube, creating using C++ and OpenGL.

TECHNICAL SKILLS

Programming Languages	JavaScript, C++, Python, Java, and PHP
Other Languages & Tools	Git, Mercurial, SVN, HTML5, CSS3, jQuery, Node.js, AJAX,
(in order of familiarity)	Flask, MySQL, LaTeX, Xcode 5, and Visual Studio 2013
Operating Systems Experience	Mac OSX (10.9-10.10), Linux (Ubuntu 12.04 - 14.04),
(as above)	and Windows (XP - Windows 8.1)