BRYAN A. W. JENSEN

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All My Code: github.com/bawjensen

EDUCATION

Wheaton College, MA August 2012-Present
Bachelor of Arts in Computer Science *(Expected May 2015)*
Honors: Member of Phi Beta Kappa, Dean's List
Overall GPA: 3.98/4.0

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

AWARDS & HONORS

Phi Beta Kappa March 2015

CCSCNE Poster Competition: 3rd Place April 2014

- Out of 51 posters by college undergraduates from small colleges across the North Eastern U.S., our poster on the Lexos tool won 3rd place.

PROJECTS & EXPERIENCE

BuildsAndSkills January 2015 - Present
Sole Developer/Designer *Norton, MA*

- League of Legends, currently the largest game in the world, often isn't the friendliest experience for beginning players. I built a site to address that short-coming, showing the builds and skills to use on an unfamiliar champion, leveraging technologies such as ES6's Promises and the Google Compute platform.

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, creating a reasoning system for a fully autonomous UAV. The project required a State Prediction system, which I was in charge of constructing, in Java.

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

- As a part of the Lexomics Group I worked on and eventually led a group of student developers creating both the front-end/back-end (using Python's Flask) for an open-source online suite of tools for text analysis, Lexos.
- 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.

Leap Motion Rubik's Cube August 2013 - December 2013
Project Lead *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. Created using C++ and OpenGL.

Note: More projects that would not fit in this section can be found at bawjensen.com/portfolio.

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)