

# BRYAN A. W. JENSEN

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All My Code: [github.com/bawjensen](https://github.com/bawjensen)

## EDUCATION

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### Wheaton College, MA

August 2012 - May 2015

Bachelor of Arts - Computer Science

Honors: Summa Cum Laude, 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

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### Phi Beta Kappa

May 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

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### 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.

### BuildsAndSkills

January 2015 - May 2015

*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.

### 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](http://bawjensen.com/portfolio).

## TECHNICAL SKILLS

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### Programming Languages

C++, JavaScript, Python, Java, and PHP

### Other Languages & Tools

Git, Mercurial, SVN, HTML5, CSS3, jQuery, Node.js, AJAX,

*(in order of familiarity)*

Flask, MySQL, L<sup>A</sup>T<sub>E</sub>X, 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)