BRYAN 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: 3.96/4.0 · 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 56 poster applicants from small colleges across the North Eastern U.S., 51 of whom qualified, our poster on our work for 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 end goal of this reasoning system was the capability of flying wingman to a human pilot,necessitating the creation of a State Prediction system which I constructed from the ground up.

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, eventually inheriting the majority of design and development responsibilities.
- Description: 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
Tech. Lead *Norton, MA*

- After witnessing the existing course schedule at Wheaton College, I decided to rebuild it from scratch, and better. With the main focus of being mobile-friendly, WAVE also uses recent technologies and best practices such as ES6 Promises in JavaScript, and has created a vastly improved user experience.

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

- As part of an experimental course, I was part of a group 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.

TECHNICAL SKILLS

Programming Languages	JavaScript, Java, Python, C++, 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)