BRYAN A. W. JENSEN

280 Orchard Ave, Unit O · Mountain View, CA 94043

bawjensen.com · (650) 862·6817 · bryanawjensen@gmail.com

All My Code: github.com/bawjensen

EDUCATION

Wheaton College, MA

August 2012 - May 2015

Bachelor of Arts - Computer Science

Honors: Summa Cum Laude, Member of Phi Beta Kappa, Departmental Award for Math and CS

Overall GPA: 3.98/4.0

San Francisco Waldorf High School

August 2008 - June 2012

Overall GPA: 3.91/4.0

AWARDS & HONORS

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

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.

TECHNICAL SKILLS

Programming Languages
Other Languages & Tools
(in order of familiarity)
Operating Systems Experience
(as above)

C++, JavaScript, Python, Java, and PHP
Git, Mercurial, SVN, HTML5, CSS3, jQuery, Node.js, AJAX,
Flask, MySQL, LATEX, Xcode 5, and Visual Studio 2013
Mac OSX (10.9-10.10), Linux (Ubuntu 12.04 - 14.04),
and Windows (XP - Windows 8.1)