JK JENSEN

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EDUCATION

MS, COMPUTER ENGINEERING

Beginning Fall 2017

ARIZONA STATE UNIVERSITY

BS, COMPUTER ENGINEERING

Jr-Sr GPA 3.34 | Graduating 04 / 2017

BRIGHAM YOUNG UNIVERSITY

- Computer Vision Capstone
- Data Structures & Algorithms
- Digital System Design
- Embedded Systems & Real-Time Operating Systems
- Circuit Design
- Signals and Systems
- Probability Theory
- IoT Capstone (Product Design & Development)

SKILLS

Proficient in C, C++, Python, JavaScript, Java/Android, VHDL, Bash
Prior Experience with Kotlin, iOS, MATLAB, Golang

EXPERIENCE

LEAD DEVELOPER | *XION RETAIL- PROVO, UT* 2016 –

Led web development in a company of four.

Trained another developer to proficiency with the Angular 2 framework.

Gained familiarity with AWS EC2, S3.

STUDENT SOFTWARE ENGINEER | *DIGI INT'L- LINDON, UT* 2015 – 2016

Improved and maintained Python framework for embedded RF modules.

Boosted test results analysis by 85% by automating log parsing.

Designed & developed full-stack web application with one other engineer using the MEAN stack.

Gained extensive experience with NodeJS, MongoDB, ExpressJS, Angular 2, and writing bash scripts.

NETWORK ANALYST, SUPERVISOR | *BYU OIT - PROVO, UT* 2014 – 2015

Consulted with end users to evaluate technical problems for campus networks.

Assessed network solutions on servers running Linux and Windows.

Promoted to Supervisor after 8 months.

PERSONAL PROJECTS

- Designed and developed an immersive virtual reality/augmented reality breathing training app.
- Architected a computer vision application for finding the top document in an image.
- Built an Arduino serial monitor/logger in JavaScript used for statistical analysis of IoT product usage.
- Developed a simple character recognition algorithm in Python.