JK JENSEN

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EDUCATION

M.S. COMPUTER ENGINEERING

3.33 GPA | August 2017 - present

ARIZONA STATE UNIVERSITY

B.S. COMPUTER ENGINEERING, COMPUTER SCIENCE MINOR

April 2017

BRIGHAM YOUNG UNIVERSITY

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

SKILLS

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

EXPERIENCE

RESEARCH ASSISTANT | *ASU INFORMATION NETWORKS GROUP- TEMPE, AZ* 2017

Innovated in the field of mobile network solutions

Implemented novel fog-network technology for the Android platform

SOFTWARE ENGINEER | *NU SKIN- PROVO, UT* 2017

Developed front end web and mobile solutions for distributors and account managers, reaching thousands of daily users in over 44 countries

Improved distributor experience by streamlining mobile and web application design.

Maintained a large customer-facing single-page angularjs application.

LEAD DEVELOPER | *XION RETAIL- PROVO, UT* 2016 – 2017

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.

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.