Bradley Jensen

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Summary

Full Stack Web Developer with a background in Engineering and Engineering Management. Graduate of the Full Stack Bootcamp through George Washington University. Proven ability to quickly learn new tools, libraries, or languages. Collaborate effectively with team members by leveraging my technical and project management background to achieve common goals.

Security Clearance

- Current Top Secret Clearance with SCI Eligibility

Technical Skills

Languages

- HTML5, CSS3, Javascript, Node.js, Java, SQL, C++, Matlab

Libraries and Technologies

- JQuery, Bootstrap, Express, Sequelize, Mongoose, React, Vue.js, MongoDB, MySQL, Firebase, Github

Projects

Clicky Memory Game

- This web app is a memory testing game. The user is presented a set of 12 images and is directed to click on an image. The images shuffle randomly after each click, and the user gains a point for each unique image clicked; losing the game after clicking a duplicate.
- Designed and developed the gameplay logic and the fluid front end experience. Used mobile-first methodology to provide a fluid experience on all devices small to large.
  - Skills: React, JSX, HTML5, Bootstrap, and Javascript
  - Github - https://github.com/bradotron/clicky-memory-game
  - Deployed App - https://bradotron.github.io/clicky-memory-game/

Google Books Search

- This full-stack CRUD application allows the user to search the google books api and save results to a database for future browsing.
- Built the back-end server, designing the API routes and methods from the ground up. Built a simple and robust data model, allowing simple integration between the server and database.
  - Skills: React, JSX, HTML5, Bootstrap, and Javascript
  - Github - https://github.com/bradotron/Word_Guess_Game
  - Deployed App - https://bradotron.github.io/Word_Guess_Game/

Word Guess Game

- Static web app where the user plays word guessing game. The user guesses letters using the keyboard and the app tracks the number of successful and failed guesses. If the user correctly guesses all the letters of a word before running out of lives, they get a point and move on to the next word.
- Designed and built all aspects of this front-end only application; building the underlying gameplay logic and integrating it with the front-end user experience.
  - Skills: HTML5, CSS3, Javascript, Bootstrap 4
  - Github - https://github.com/bradotron/Word_Guess_Game
  - Deployed App - https://bradotron.github.io/Word_Guess_Game/

Work Experience

Senior Engineer, Modern Technology Solutions, Inc. – Alexandria, VA

November 2017 – Present

- Provided Mission Systems Flight Test Support to the F-35 Joint Program Office. Effectively managed software and hardware flight testing; sustaining the highly aggressive delivery schedule of new aircraft software every 45 days. Designed simple-to-understand flight test metrics which allowed early identification of impacts. Authored significant portions of the Test and Evaluation Master Plan; providing department oversight with the long-lead resource requirements to drive program success.

Electronic Warfare Flight Test Engineer, 771st Flight Test Squadron – Edwards AFB, CA

August 2006 – November 2017

- Flight Test Engineer for projects that included Unmanned Aerial Vehicles and Fifth Generation fighter platforms. Wrote Test Plans, Data Analysis Plans, and Technical Reports. Designed and Developed data analysis tools using Matlab and custom flight test instrumentation applications in C++. Provided timely and effective results to my leadership and customer leadership; resulting in timely and effective program decisions.

Education

- George Washington University College of Professional Studies, Full Stack Web Development Program Certificate, June 2019
- Ohio University, M.S. Engineering Management, April 2018
- California Polytechnic University at San Luis Obispo, B.S. Aerospace Engineering, June 2006