

SOFTWARE ENGINEER

James (Jack) Jensen

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PROFILE

Senior full-stack engineer with five years of professional experience based in Seoul. Have been working with Node for most of my career, but always happy to work with new technologies and learn new things.

EXPERIENCE

FULL STACK SOFTWARE ENGINEER, MXN TECHNOLOGY; SEOUL, KOREA — 2021 - PRESENT

- Work on a research and development team, implementing new technologies and projects for the company.
- Built two mobile apps with Flutter and their Node backends. One was presented at NFT.NYC in 2023.
- Designed and developed several Node servers and Quasar (Vue) frontends for order management and warehouse management systems.
- Managed team deployments in Google Cloud, migrating from a manual process to an automated one, and advised other teams on their cloud server management.
- With three different projects, worked with an unfamiliar language (PHP and Flutter respectively) and was complete ahead of deadline.
- Worked with team to design and harden development practices away from a waterfall scenario, to better encourage the full participation of team members.

SENIOR SOFTWARE ENGINEER, ATHENAHEALTH; WATERTOWN, MA, USA/REMOTE — 2017 - 2021

- While remote due to the pandemic, designed and developed a major update for a heavily trafficked service, integrating with a new vendor and rewriting its React UI, releasing ahead of schedule and with no major issues.
- Migrated a service from Perl monolith to a RESTful Node micro-service, serving 1 million requests per day and increasing success rate from 20% to 95%.
- Designed and built a RESTful Node.js micro-service from the ground up, serving over 6 million requests.
- Subject-matter expert on two heavily-trafficked Node.js services, for a time their sole maintainer and later trained both support staff and other developers on them.
- Helped establish AWS best practices for the zone at-large.
- One of the tech leads on a major company initiative to rebuild our electronic prescription service, collaborating on its design, project planning, and development.
- Served as scrum master for a team of developers based in the US and India.
- Early adopter on many internal DevOps projects, and worked with their teams to solidify them.
- Worked directly with several external vendors on our integrations.

ASSOCIATE ENGINEER, THALES VISIONIX; BILLERICA, MA, USA — 2016 - 2017

- Designed and wrote C# plugin allowing Unity to receive data from company's motion trackers.
- Designed demo application for showcasing Unity integration at trade shows.
- Worked directly with customers on multiple site visit.

EDUCATION

BA, COMPUTER AND INFORMATION SCIENCES, UNIV. OF ST. THOMAS; ST. PAUL, MN, USA — 2016

3.45 / 4.00 overall GPA, 3.6/4.0 major GPA

SKILLS

- **Languages Used** - JavaScript, Typescript, Node.js, HTML, Vue, React, Dart, C, C++, C#, Java, Perl, PHP
- **Technologies** - AWS (inc. Cloudformation, Cloudwatch, EC2, ECS, Lambda, S3, SNS), Google Cloud, Firestore, Docker, Graylog, Jenkins, PostgreSQL, Prometheus, Unity, Flutter

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