

Jesse Jensen

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EDUCATION

UTAH STATE UNIVERSITY

B.S., Computer Engineering; Computer Science minor, Mathematics minor

Logan, UT

Fall 2018

- Maintained 3.27 GPA while working 25+ hours per week

RELEVANT SKILLS AND EXPERIENCE

Programming – view projects at jensenjesseh.github.io

- Proficient in C, C++, JavaScript, Assembly (x86, MIPS, ARM), and Python
- Engineered a milkshake machine using an ARM cortex microcontroller with peripherals such as an LCD screen, touch screen, and synchronous/asynchronous serial interfaces (programmed in C)
- Programmed a robot, in a team of 2, with a port of RTOS OSEK to navigate and race through an obstacle course, receiving 1st place in a class of 37
- Created and carried through the engineering design process an input-corrective drawing tablet for those with disabilities that corrects shaky input and uses machine learning (Tensorflow) to classify text
- Designed and developed a dungeon crawler game, with a team of 3, in JavaScript, implementing advanced algorithms and data structures, such as quad trees and tile rendering, to optimize performance and functionality ([link here](#))
- Built a real-time ray-tracer using OpenGL ES

PCB Electronics Engineer Intern, Prismview Electronics

- Tested power supplies, printed circuit boards (PCB), and other hardware using lab instruments including the oscilloscope, multimeter, and function generator
- Created and updated Bill of Materials for new PCB product structures

Analog and Digital Circuits

- Proficient in Verilog and VHDL
- Planned, designed, employed, and troubleshooted microcontroller circuits to communicate over I2C, UART, and SPI protocols (programmed in ARM assembly and C)
- Created a brick-breaker videogame using an FPGA with VHDL

RELATED COURSES

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| • Computer Graphics | • Real-Time Embedded Systems |
| • Operating Systems and Concurrency | • Algorithms and Data Structures |
| • Computer System Programming | • Microcontrollers (course and lab) |
| • Computer Architecture | • Technical Communication |

Software and Operating Systems Linux, GitHub, MS Visual Studio, Altium, LTSpice, Windows

WORK & LEADERSHIP HISTORY

Institutional Repository Operative, USU Merrill-Cazier Library, Logan, UT, 08/15 – 12/18

PCB Electronics Engineer Intern, Prismview Electronics, Logan, UT, 02/2017 – 08/2017

Resident Assistant, USU Housing, Logan, UT, 08/15 – 05/17

Full-Time Volunteer, Religious, Utica, NY, 05/12 – 05/14