

Lucas Jensen

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PROFESSIONAL EXPERIENCE

CVENT Portland, OR
Software Engineer Intern *June 2024 - August 2023*

- Use React & TypeScript alongside a team of developers to meet deadlines as assigned by tickets.
- Maintain constant contact with POs and Leads while participating in scrum ceremonies, including opening and reviewing PRs, and testing.
- Monitor SLIs to assess application health and standardized data reporting.
- Regularly demonstrate progress to the team and provide feedback to team member's demonstrations.

Oregon State University Remote, OR
Undergraduate Learning Assistant *Sept 2021 - December 2023*

- Assist students with learning objectives in Intro To Computer Science I & II, and Software Engineering II.
- Software Engineering II topics included: continuous integration & continuous deployment, unit testing, random testing, and test driven development.
- Hold regular office hours, and adhere to grading deadlines to maintain consistency across academic team.
- Intro to CS I & II topics included: Git, Pycharm, Object Oriented Programming, and general Software Development processes.

White Bird Clinic Eugene, OR
Admin Asst: Data Automation *April 2021 - April 2022*

- Used Python to automate processing of clinical data, bringing processing time for a 300 person clinic down to 10 minutes.
- Automated data exchange with Oregon's statewide immunization database, cutting data input time by 95%.
- Write unit tests to verify and maintain software.
- Problem solving for a variety of topics within the team, which may or may not be software related.

EDUCATION

Oregon State University December 2023
Bachelor of Science in Computer Science

San Francisco Conservatory of Music June 2016
Master of Music

New England Conservatory June 2014
Bachelor of Music

PROJECTS

Portfolio Website

<https://lucasjensen.me/>

- Built using MySQL, Python, and React with Typescript. Deployed on a Raspberry Pi running Ubuntu Server, served with NGINX, and managed with systemd.
- A central platform for hosting projects and managing their deployments with CI/CD pipelines.

Artist Website - The Grapefruits Duo

<https://thegrapefruitsduo.com/>

- An artist website for a local chamber music duo. Built from scratch using Python, sql, React, and Bootstrap.
- Custom CMS allows for artists to update their info independently, with verified auth via Auth0.
- Assets handled with Cloudinary

Escape From Disco Love

<https://efdl.lucasjensen.me/>

- An escape room game that unfolds across three environments: a dive bar, a 1970s disco club, and an upscale rooftop bar. Players face a 30-minute time limit to break free. As they explore, a variety of interactive objects and specific items become essential tools in solving puzzles.
- Built with Unity and C#, EFDL is a 3D game that can be played natively on Windows or Mac OS, or through a browser using WebGL. Built for OSU Capstone Fall 2023 with Joshua Harris, Thomas McNutt, Daniel Joseph, and Jerrod Lepper.

ADDITIONAL SKILLS

- Proficient in Python, SQL, HTML, CSS, Git & GitHub, Linux, NGINX, systemd, Agile, FastAPI, Flask, CI/CD, RESTful API, Networks, Data Management
- Experience with C, C++, C#, Go, Jira, Docker, Google Cloud Platform, Javascript & Typescript, NoSQL, MongoDB, Express, React