

Lucas Jensen

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EDUCATION

Oregon State University
Bachelor of Science in Computer Science

December 2023

PROFESSIONAL EXPERIENCE

CVENT
Software Engineer Intern

Portland, OR
June 2023 - August 2023

- Resolved deadline-driven tickets using React & TypeScript alongside a team of developers
- Participated in variety of scrum ceremonies, including reviewing pull requests and testing, while maintaining transparent communication with product owners and leads
- Monitored SLIs to assess application health and standardized data reporting
- Provided regular constructive feedback on team members' demonstrations

Oregon State University
Undergraduate Learning Assistant

Remote, OR
Sept 2021 - December 2023

- Assisted students and graded student work in Intro To Computer Science I & II, and Software Engineering II
- Aided students in understanding and applying Software Engineering II topics, including: continuous integration & continuous deployment, unit testing, random testing, and test driven development
- Aided students in understanding and applying Intro to CS I & II topics, including: Git, Pycharm, Object Oriented Programming, and general Software Development processes

White Bird Clinic
Administrative Assistant: Data Automation

Eugene, OR
April 2021 - April 2022

- Automated processing of clinical data using Python, bringing state-required data entry processing time for a 300-person clinic down from several hours down to < 10 minutes
- Automated data exchange with Oregon's statewide immunization database, cutting data input time by 95%
- Wrote unit tests to verify and maintain software
- Solved problems relating to for a variety of issues impacting the team, including both software-related and non-software-related concerns

EDUCATION (cont.)

San Francisco Conservatory of Music
Master of Music

June 2016

New England Conservatory
Bachelor of Music

June 2014

PROJECTS

Portfolio Website

<https://lucasjensen.me/>

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

Chess Online

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

- A self hosted full stack application which allows users to play games of chess with each other
- Built using FastAPI, python-chess, MySQL, and React with TypeScript
- User authentication & authorization handled with Auth0

Artist Website - The Grapefruits Duo

<https://thegrapefruitsduo.com/>

- An artist website for a local chamber music duo
- Built using MySQL, Python, React with Typescript, and Auth0
- Custom CMS allows for artists to update their info and add content independently
- 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