Lucas Jensen

Eugene, OR • lucas.p.jensen10@gmail.com • (509) 366-0481 • https://lucasjensen.me/
https://github.com/ljensen505 • https://www.linkedin.com/in/lucas-jensen-2882aa21a/

PROFESSIONAL EXPERIENCE

CVENT   Portland, OR
Software Engineer Intern   *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   Remote, OR
Undergraduate Learning Assistant   *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   Eugene, OR
Administrative Assistant: Data Automation   *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

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/

- 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

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