Lucas Jensen

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PROFESSIONAL EXPERIENCE

CVENT   Portland, OR
Software Engineer Intern   *June 2023 - 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