Phineas Jensen

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https://phinjensen.com • https://github.com/phinjensen

Experience

Deloitte

Software Engineer   June 2024–present
- Built and deployed proof-of-concept Kubernetes cluster in AWS for 6 distinct applications written in Java, PHP, JavaScript/React, and Ruby
- Improved performance of UI pages by 7+ minutes per load, fixed broken data export tool, built HL7 and eCR processing features, and fixed security issues in PHP application
- Implemented client-requested features, identified and fixed bugs, led migration of complex form data in SQL to JSON, and improved SQL performance in Enterprise Java and Quarkus/React applications

End Point Corporation

Software Engineer   December 2021–May 2024
- Designed and developed next-gen epidemiology message processing suite using Java, Quarkus, and Apache Camel for improved efficiency, ease of modification, and auditing
- Optimized Java-based HL7 message processing, reducing transformation times from ~1030 to ~180 ms

Software Engineer Intern
- Designed and maintained React/Java tool for merging complex health records, saving 15+ minutes of manual labor per record
- Updated and rewrote more than 10 hours of training material on Git, PostgreSQL, Linux, Vim, GnuPG, and other tools

BYU Internet Security Research Lab

Research Assistant   August 2022–March 2023
- Completed development of C firmware for an ARM-based security key and C++ test client to prove feasibility of Intel SGX hardware attestation
- Scraped and analyzed code of ~130,000 Google Chrome extensions to search for security vulnerabilities using Python and JavaScript

BYU Dept. of Anthropology

Full-stack Engineer & Designer   April 2020–December 2021
- Designed and implemented full UI/UX overhaul of React/Node-based archaeological record-keeping app, improving usability across 20+ pages
- Implemented GIS features in app to handle 1000s of survey data points using Shapefiles, GeoJSON, and PostGIS
- Improved React component performance across app by 100s of milliseconds per render

Education

Brigham Young University

B.S. in Computer Science, B.A. in Linguistics   April 2024
- Member of 2024 University Rover Challenge team, placing 3rd out of 38 finalist teams. Developed Python and C++ code custom object detection model for autonomous navigation

Skills

Computer Languages

C   C++   CSS   HTML   Java   JavaScript   Node.js   PHP   Python   Rust   SQL

Software and Systems

Docker   GIS   Git   Kubernetes   Linux   PostgreSQL   Quarkus   React

Human Languages

English (Native)

Persian/Farsi (Intermediate)

Projects

Personal website & blog

https://github.com/phinjensen/phinjensen.com
Personal website and blog with posts on Rust, 3D rendering, Docker, and JavaScript. Built with the Hugo static site generator and custom HTML and CSS.

Koja

https://sr.ht/~phinjensen/koja/
Private location tracking app for Android. Built with PostgreSQL (on Supabase), Kotlin, Jetpack Compose, TypeScript, and React.

Ray tracer

https://github.com/phinjensen/raytracer
A simple ray tracer written in Rust. Renders scenes composed of spheres and triangles with ambient, diffuse, and specular lighting, as well as reflections and refraction.

rlox

https://github.com/phinjensen/rlox
An in-progress implementation of Lox from the book Crafting Interpreters by Robert Nystrom, written in Rust.