

Phineas Jensen

Provo, Utah • (208) 821-8132 • phin@zayda.net

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

Experience

Deloitte

Software Engineer June 2024–present

- 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
- 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
- Built and deployed proof-of-concept Kubernetes cluster in AWS for 6 distinct applications written in Java, PHP, JavaScript/React, and Ruby

End Point Corporation

Software Engineer December 2021–May 2024

- Designed and developed custom epidemiology message processing rules engine 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 public health records in EpiTrax, 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 and 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.