Phineas Jensen

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

Experience

Deloitte

Software Developer June 2024–present

- Built and deployed proof-of-concept Kubernetes cluster in AWS for stack of 6 legacy Java, PHP, React, and Ruby applications
- Improved memory efficiency of dysfunctional configuration export tool in a PHP application, making it reliably succeed
- Completed and tested complex merge of long-diverged Java codebases and migration of millions of PostgreSQL records to JSON data structure with no errors in production

End Point Corporation

Software Developer December 2021–May 2024

- Designed and developed next-gen epidemiology message processing suite to improve efficiency and ease of modification and auditing
- Engineered HL7 message processing to reduce data transformation times from ~1030 to ~180 ms, enabling use for high-volume clients
- Simplified message processing suite using Java and Apache Camel, reducing functions from 1000s of lines to less than 100

Software Developer 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 stalled development of C firmware for an ARM-based security key to prove feasibility of academic research
- Scraped and analyzed code of ~130,000 Google Chrome extensions to search for security vulnerabilities

BYU Dept. of Anthropology

Full-stack Developer & Designer April 2020–December 2021

- Designed and implemented full UI/UX overhaul of archaeological record-keeping app, improving usability across 20+ pages
- Implemented GIS features to handle 1000s of survey data points using Shapefiles, GeoJSON, and PostGIS
- Increased 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 for autonomous navigation using a custom object detection model

Skills

Computer Languages

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

Software and Systems

Docker | GIS | Git | Kubernetes | Linux | PostgreSQL

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 instead of Java.