Phineas Jensen

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