Samuel Jensen

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SUMMARY

Computer Science Junior with experience in full-stack development, data structures, database management, and cybersecurity. Proficient in React, TypeScript, Node.js, PostgreSQL, object-oriented programming, API development, and database design. Strong problem-solving abilities with a focus on scalability, performance, and software security. Seeking summer 2025 internships in software development or data management.

EDUCATION

B.S. Computer Science   Expected May 2026
Arizona State University, Tempe, AZ   3.5 Major GPA

Technical Skills

Programming Languages: Java, JavaScript, Python, C/C++, Typescript
Front-End: HTML, CSS, SCSS, React, Bootstrap
Tools & Frameworks: Git, AWS (Elastic Beanstalk, RDS, CloudFormation, CloudWatch, Load Balancer, Auto Scaling), PostgreSQL, MongoDB
Operating Systems: Windows, MacOS, Linux/Unix

Certifications

AWS Developer Certification - Associate   March 2025
HackerRank Software Engineer Intern Certification   April 2025

RELEVANT PROJECTS

Genotype Classification Algorithm – Algorithm Design & Optimization Project   Spring 2025
- Engineered a Python algorithm to classify genetic test samples as "Normal" or "Mutant", handling inconsistencies and ambiguous cases.
- Utilized **hash maps (dictionaries)** and sets for efficient lookup and classification, reducing redundant computations.
- Designed a modular and scalable architecture with separate functions for parsing input, processing test cases, and detecting inconsistencies.
- Implemented optimized iteration strategies to achieve a worst-case runtime of $O(n * m)$, ensuring efficiency for large datasets.
- Strengthened algorithmic problem-solving and debugging skills by resolving edge cases and refining logic to pass all test cases.

Task Management App – Full-Stack Development Project,   Spring 2025
- Designed a full-stack task management application using **React (TypeScript), Node.js (Express), and PostgreSQL** to provide user authentication and **CRUD functionality**.
- Developed secure **JWT based token authentication** and **bcrypt password hashing** to protect task operations.
- Built a **RESTful API** with endpoints for registering users, logging in, and managing tasks (create, update, delete, retrieve) with authentication and authorization measures.
- Configured PostgreSQL database schema, including user authentication tables and relational task management structure.
- Engineered a responsive frontend UI with React Router, handling user session management and dynamic task updates.

Personal Portfolio Website – Full-Stack Web App on AWS   Spring 2025 - Present
- Designed and deployed a personal portfolio website using **Flask** (Python) on **AWS Elastic Beanstalk** to showcase software projects.
- Integrated a **"Norm vs. Mut" genetic test tool**, allowing users to run classification algorithms through a user-friendly UI.
- Configured **RDS for PostgreSQL** and **MongoDB Atlas** for structured and unstructured data collection.
- Built a visitor analytics system to log **IP addresses, page visits, and interaction times**, with dynamic display using Bootstrap.
- Employed **environment variable security**, and **modular backend structure** for secure and scalable deployment.
- Styled the site with **Bootstrap** and **SCSS**, implementing responsive design and animated components.

Pwn College: Security Dojo Participant, Self-Initiated Extracurricular   Fall 2024
- Completed "Intro to Cybersecurity" module, mastering 180 hands-on challenges covering key topics such as **Command Injection (CMDi), SQL Injection (SQLi), Cross-Site Scripting (XSS), Cross-Site Request Forgery (CSRF), Cryptography, and reverse engineering**. Developed expertise in identifying system vulnerabilities and implementing secure defenses across diverse scenarios.
- Strengthened practical debugging and problem-solving skills by leveraging tools like GDB and Valgrind to efficiently identify and resolve program errors.

Pokémon-Inspired Text-Based Game, CSE 240 Class Project   Fall 2024
- Created a terminal game where players can travel between rooms, collect Pokémon characters, manage an inventory of weapons, and engage in battles.
- Implemented object-oriented programming principles using C++, designing efficient systems for inventory tracking and character interactions.
- Enhanced problem-solving skills by designing dynamic gameplay mechanics, including turn-based battle systems, room-based navigation, and inventory management using linked lists and hash tables for efficient data handling.

WORK EXPERIENCE

Starbucks, Scottsdale, AZ: Shift Lead   March 2019 - Present
Managed daily store operations in collaboration with store and district management to drive operational excellence and consistently achieve 185% of Starbucks' weekly sales goals in a high-volume store. Led a team of 15–17 baristas to deliver exceptional service to 180–200 customers per hour. Balanced working 30 hours per week while pursuing academic goals, showcasing strong time management and multitasking skills.
- Exceeded company drive-thru window time expectations of 45 seconds by maintaining an average time of 35–40 seconds, implementing and standardizing barista roles and routines adopted from best practices at other stores.
- Recognized with the **Partner of the Quarter Award**, voted on by peers, for exceptional leadership, teamwork, and fostering a positive and inclusive work culture.