

Phineas Jensen

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

Education

Brigham Young University

B.S. in Computer Science, B.A. in Linguistics

April 2024

3.85 GPA

- Member of Mars Rover competition team, developing manually- and autonomously-driven robot for June 2024 competition with Python and C++ code for ROS and Arduino.

Experience

End Point Corporation

Software Developer

December 2021–Present

- Led design and development of next-gen epidemiology message processing suite to improve efficiency, ease of modification, and auditability
- Engineered HL7 message processing to reduce data transformation times from ~700 to ~70 ms, enabling use for high-volume clients
- Simplified architecture of message processing suite using Java and Apache Camel, reducing functions from 1000s of lines to less than 100 and combining multiple services into one
- Analyzed and documented legacy code to understand product requirements and speed up coworker onboarding

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

- Created and implemented full redesign of archaeological record-keeping app, ensuring UI/UX consistency across 20+ pages and components
- 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
- Migrated Express/GraphQL backend to PostgreSQL from MongoDB to more efficiently model relational data

Skills

Computer Languages

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

Software and Systems

GIS Git 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.

SeeYouLater

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

Command-line bookmarking tool written in Rust with a SQLite database. Includes standalone, offline-first CLI interface, sync server, and browser extension.

Raytracer

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

A simple raytracer written in Rust. Renders scenes composed of spheres and triangles with ambient, diffuse, and specular lighting, as well as reflections and refraction.

Word Lookup

<https://github.com/phinjensen/word-lookup>

A tool for looking up phonology data on English words, written in Rust for a Linguistics professor. Used in advanced linguistics classes.