

Henry Bulmer

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Highlights

- Extensive experience in Java, C#, HTML, CSS and Angular JS familiar with SQL, VB.net and C++.
- Comfortable creating Graphic User Interfaces through Android Studio and the web development suite
- Comfortable working in a fast-paced team environment and meeting sprint deadlines.
- Created a tabletop role playing game with a companion phone application. ("SystemDice" on GitHub)

Education

California Lutheran University; Thousand Oaks, CA

B.S. Computer Science (3.82 GPA) and Criminal Justice (3.9 GPA), May 2017. (3.67 Cumulative GPA)

Work Experience

Front End Development Intern, XYPRO Technology Corp; Simi Valley, CA January 2016 - Current

- Creating the websites style guide. Meticulously documenting style rules as well as helping dictate the overall look and feel of the site. Including guidelines for typography, color, widgets and charts that will apply site-wide.
- Using Angular JS, HTML, and CSS as well as Git, Node, Grunt and the Intelli J IDE.
- Working in an agile environment and constantly interacting with the rest of the Security One team.

Software Development Intern, XYPRO Technology Corp; Simi Valley, CA June 2016 - September 2016

- Implemented a solution to moving large amounts of data from Access databases to SQL.
- Ran a variety of performance metrics testing for time and memory usage.
- Worked on a GUI comparison tool for internal testing and developed many additional features used by the team.

Summer Research Fellow, California Lutheran University; Thousand Oaks, CA June 2016 - Present

- Created an android application that instructs a drone to autonomously survey a crime scene.
- Worked with both DJI's SDK, and Google Maps.
- Creating a companion desktop application with Java Swing that takes in a directory of folders and 'stitches' together a composite view of the drones ground pictures.
- Implemented logic to generate waypoints on google maps based off user inputted boundaries
- Work featured in two articles <http://kclu.org/post/south-coast-university-student-develops-app-help-police-solve-crimes#stream/0> and <http://www.callutheran.edu/news/story.html?id=12721#story>
- Presented my research at SCURR and California Lutheran's SRS where it was selected for an oral presentation.
- <https://github.com/Bumler/DroneForensics> (android app) <https://github.com/Bumler/DronePicStich> (desktop app)

Crime Analyst Intern, Ventura County Sheriff's Office; Camarillo, CA January 2016 - May 2016

- Created a data entry program that will save full time crime analysts over 5 hours a month. Released and presented the program to the entire office as an .exe file. Also, wrote a manual specifically detailing how to use it. <https://github.com/Bumler/Ventura-PD-Mapping-Project>
- Utilized and created large databases to be presented to the police chief and federal departments.
- Analyzed and mapped crime patterns and help allocate resources based on my findings.

Awards and Activities

- Recipient of the Darling Grant for my research project "Automated Drone Usage in Crime Scene Investigations".
- California Lutheran Dean's List: Fall 2014, Spring 2015, Fall 2015, Spring 2016.
- California Lutheran Rugby – President, Computer Science Club – Treasurer, Criminal Justice Club – Adviser.
- Attended DubHacks in Seattle, Fall 2016. <https://github.com/abrowne2/Carby>
- Pioneered a class coding with the Oculus Rift, and created a small game utilizing the hardware.
- Participant in the ACM, Association for Computer Machinery, competition 2015. Placed in the top 50% of teams.
- Department Assistant for both Computer Science and Criminal Justice
- Recipient of the Provost and California Retired Teachers Scholarship.
- Member of the Alpha Phi Sigma Criminal Justice Honor Society
- Eagle Scout