Christopher Hendrickson

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Professional Summary

Previously a Transportation/Structural Engineer with a focus on Traffic and Road Safety Engineering, and Bridge Structural Analysis.

Career changer to become a Software developer.

Skills

Civil Engineering

- AutoTURN Vehicle Tracking
- Road Safety Auditing
- Level Crossing Safety Impact Assessment
- MATLAB, Excel for data analysis
- SIDRA Intersection Analysis
- AutoCAD
- Bridge Structural Analysis
- MathCAD Proficiency
- MicroStran Structural Modelling
- Technical Reporting
- Traffic Operations and Safety Assessments

Software Engineering

- JavaScript
- HTML
- CSS
- Express.js
- React
- SQL
- Python
- Flask
- Git and GitHub
- MongoDB
- RESTful API's

Work History

Stantec – Wellington, New Zealand. Graduate Civil Engineer / Transportation Engineer. Feb 2020 – September 2022

I have worked on a wide range of Transportation and Structural projects over two and a half years at Stantec New Zealand. My most significant projects and roles are as follows:

Conducted numerous Road Safety Audits throughout the Lower North Island on a range of project stages and types; including pedestrian safety improvements, subdivision developments, level crossing upgrades, cycle ways, intersection upgrades, and shared spaces.

A qualified Level Crossing Safety Impact (LCSIA) assessor in accordance with KiwiRail. Conducted several LCSIA's throughout New Zealand in accordance with the LCSIA KiwiRail guidance.

Prepared Technical Engineering Drawings using AutoCAD for several Civil engineering disciplines including Roading, Geotechnical and Structural design.

Carried out HPMV and Rating load bridge assessments in accordance with the New Zealand Bridge Manual and other relevant Standards, making use of software such as MathCAD and MicroStran (structural modelling).

Lead numerous traffic surveys typically relating to car travel time assessments, traffic movement counts, or parking assessments, and analysing data using Python and Excel.

General Assembly – Full-stack Software Engineering Projects.

Mikser – a web app using the Spotify API to create a music guessing game, built using mongoDB/Atlas, Express, and vanilla JS.

Kerosene – This was a project delivered in a team of three, where I took the role of a technical lead, conducting code reviews and developing the overall design structure of the project, with specific contributions mostly to the project back-end. This app uses MERN stack, and Firebase to create the real time chat feature.

Nine Locks – a real-time multiplayer card game. This app offers options to host or join games and chat with opponents using Socket.io, as well as Flask for (minimal) back-end and React front-end.

Cook-E-Book – in progress. This app takes the thinking out of planning your dinner for the week. Add your own recipes or explore new ones using the Tasty recipe API and add them to your cookbook. Then generate a weekly meal plan and shopping list instantly from your favourite meals. Built with MERN stack.

Education

University of Canterbury

Bachelor of Engineering with Second Class Honours (First Division). November 2019.

General Assembly

Software Engineering Immersive. September – December 2022

References

Cobus de Kock

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