

Devin Henderling

devinhenderling@gmail.com – (971) 300-5774

Github: <https://github.com/DevGameDev> – **LinkedIn:** <https://www.linkedin.com/in/devinhenderling/>

Education

Bachelors of Science in Computer Science, Minors in Chemistry and Biology GPA 4.06 | December 2023

• Coordinator, Game Development Club May 2022 - Present

Lead meetings, facilitate game development projects, arrange industry speakers.

• Peer Leader, Class Encore September 2022 - December 2022

Plan and instruct supplemental learning sessions for computer science students.

• Outreach Representative, Student Health Advisory Committee September 2019 - June 2020

Managed projects to advocate for student wellness, increased distribution of menstrual products on campus.

Relevant Coursework

Intermediate Data Structures, Computer Organization, Computational Sciences, Computational Aesthetics, Elementary Discrete Math, Scientific and Technical Writing, Physics, Time-Based Digital Art.

Work Experience

• **Contractor, Villagers and Heroes - Mad Otter Games** June 2022 - October 2022

Completing the redesign of a major player-facing monetization system.

Collaborating with art leadership to implement backend and UI specifications.

Developing multi-platform Python code for PC, IOS, and Android.

• **Programming Intern, Villagers and Heroes - Mad Otter Games** January 2022 - June 2022

Executed bug fixes based on feedback, iteration, and playtesting.

Produced developer tools for server management.

Created and extended game systems to improve player experience.

• **Coding Instructor, Code Ninjas** June 2022 - October 2022

Lead Roblox game development summer camps using Lua.

Taught students Scratch and online content-creation skills.

• **Research Assistant, Jaralabs, University of Oregon** January 2020 - June 2021

Trained and provided care for animal subjects during experimentation.

Managed and contributed Python code for data analysis.

Created figures representing findings for publication.

Projects and Publications

• **Dodge n' Roll:** Coordinated the creation of a 2D Unity game with a small team. Managed responsibilities and designed project software architecture. Wrote extensible and modular C# code by game design.

• **Sound-Evoked Responses of Distinct Neuron Classes from the Tail of the Striatum, eNeuro 9(5), (2022):**

Produced experimental results with analysis of behavioral and electrophysical datasets. Co-authored and created figures for peer reviewed study.

Skills

• Programming Languages: Python, C#, C, Java, Lua, Julia, x86-64.

• Databases: MySQL, SQLite.

• Version Control: Git, Subversion.

• Frameworks & Applications: Unity, Processing, Pandas, Matplotlib.

• Platform/OS: Windows, Linux.