

# Henri Malahieude

(951) 775-5488 • [henrimalahieude@gmail.com](mailto:henrimalahieude@gmail.com)

[linkedin.com/in/henri-malahieude](https://www.linkedin.com/in/henri-malahieude) • [henrimalahieude.github.io](https://henrimalahieude.github.io)

## EDUCATION

### University of California, Riverside

Expected June 2024

- Bachelor's Degree in Computer Science
- Junior Standing
- **3.88** Cumulative GPA

## WORK EXPERIENCE

### University of California, Riverside

(Hybrid) Riverside, CA

*Student Assistant*

*July 2022 - Present*

- Assistant to Manager of Technical Operations
- Worked on upgrading software for students related to **Visual Studio Code**
- Upgraded all of the CS Department's backend to modularized **Docker** containers
- Helped with transfer of physical hardware across campus
- Programmed in **Docker**, **Typescript**, and **Javascript**

### Credenzio Studios, LLC

(Remote) Denver, CO

*Software Developer*

*March 2020 - December 2021*

- One of Three Full-Time Developers at the Studio
- Helped increase Monthly Active Users by **2500%** by June 2021
- Managed a **MySQL** database using **MySQL Workbench**
- Agile methodology, 3-week sprints, daily meetings, **Jira/GitHub** Workflow Management
- Programmed in **Lua**, **Javascript (NodeJS)**, and **MySQL**

## PROJECTS

### Software Upgrade for Backend

University of California, Riverside

*Docker Files for Singularity Translation*

*August 2022*

- Wrote **Docker** files for all classroom server educational and security requirements
- Services 1,000+ students at the Computer Science Department of UC Riverside
- **Dockerfiles** are then translated into **Singularity** files for even greater security

### Lionhearts Discord Bot

Credenzio Studios, LLC

*Nodejs Web Application*

*January 2021*

- Written in **Javascript** using **Node.js** API
- Interacts with Discord API in real time with a Websocket
- Services ~1,500 Users on the company public Discord Server

## SKILLS

- Experience in **Lua**, **Javascript**, and **MySQL**
- Proficient in **C++**, **Java**, **C#**, **GoLang**, and **CommonLisp**