

Henry Graves

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Education:

Bachelor of Science in Computer Science

GPA: 4.00

Graduating May 2023

University of Central Florida – Orlando, FL

Coursework:

- Data Structures & Algorithms, Computer Logic & Organization, Object Oriented Programming, Security in Computing, Discrete Mathematics, Calculus 1 & 2

Awards:

National Merit Scholar

Fall 2019 – Present

- Awarded to the top 15000 American high school students of each year based on PSAT scores, leadership, and distinguished academic performance.

Benacquist Scholar

Fall 2019 – Present

- Full ride scholarship to Florida public universities.

UCF President's Honor Roll

Fall 2019 – Present

- Awarded for maintaining a 4.00 GPA.

Experience:

Google Software Product Sprint

Feb. 2021 – May 2021

- One of only 182 North American students chosen for a 12-week invite only program that gives practical software development experience and teaches industry best practices.
- Contributed to open-source software using Git and GitHub, conducting code reviews, extending an existing codebase, participating in distributed development, and designing new components.
- Collaborated with a team of three using Java, JavaScript, HTML, CSS, servlets, and Google Cloud APIs like Firestore and Charts to build a web app that fetches, stores, and visualizes contribution data for US political candidates.

Audio Visual Specialist – Pinewood Presbyterian & Hibernia Baptist Churches

Apr. 2016 – Aug. 2019

- Operated visual media, lighting, and audio technology for live church services with a full band and 200+ & 400+ people in attendance respectively.
- Eliminated the need for two workers at a time by filling two roles simultaneously.
- Advised managers on hardware purchases, resulting in faster and cheaper hardware upgrades.

Personal Projects:

Personal Website:

- Used Java, JavaScript, HTML, CSS, servlets, and Google Cloud APIs to design and build my first website, found at: <https://hgraves-sps-spring21.appspot.com/>.
- This project was a good introduction to full-stack web apps and user-oriented design, and its improvement is ongoing as I learn new front-end and UX skills.

Array Memory Manager:

- Implemented a custom data structure in C that dynamically allocates array fragments as needed, avoiding the wasted space common in large but sparsely filled arrays. Holds array fragments together using a struct, maintaining fast and direct access to data.
- Useful for business settings where saving space translates to saving money.

Skills:

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|-----------------|---------------------------|---------------------|
| ▪ Java | ▪ CSS | ▪ Git & GitHub |
| ▪ C Programming | ▪ Firestore database | ▪ Code Reviews |
| ▪ JavaScript | ▪ Google Cloud APIs | ▪ Linux Bash Shell |
| ▪ HTML | ▪ Distributed Development | ▪ Computer Hardware |