

# Henry Wellman

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## EDUCATION

**Purdue University, West Lafayette, IN**  
**Bachelor of Science in Computer Science**

**May 2024**

### Relevant Courses:

CS 25200 Systems Programming  
CS 25100 Data Structures and Algorithms

### Academic Awards:

Deans List  
Semester Honors

## SKILLS AND ABILITIES

### Programming:

Experience with the Java, C, C++, Python, Apex, HTML, CSS, XML, JavaScript, SQL, and Bash programming languages.

### Software/Tools:

Salesforce, Postman, SOAP UI, PostgreSQL, React, Django, Nginx, Unicorn, Git, Google Analytics, AWS, Unreal Engine.

### IT/Technical Support:

Has received CompTIA A+ approved training with the Windows and Linux Operating Systems, PC Hardware, and Basic Network Administration.

### Languages:

Proficient in English and Basic Spanish. (Obtained a minor in Spanish from Purdue University)

## RELEVANT EXPERIENCE

### MedPro Group – Application Developer Intern

**June 2022 - Present**

Leverages Salesforce technologies including Apex, Lightning Web Components, Flow Builder, and SOQL queries to develop scalable applications and software, increasing the efficiency of company employee's day-to-day tasks.

### BoilerMake Exec Team

**March 2021 - Present**

Organizer for BoilerMake, Purdue University's largest Hackathon. Works on the Sponsorship team and is responsible for securing funds and negotiating with the event's corporate sponsors about donation benefits.

### Student Peer Mentor

**August 2021 - May 2022**

Helped advise a group of incoming freshmen as they navigated their first year at college. Organized regular meetings with the group and helped address student problems, while informing them of campus resources available to them.

## PERSONAL PROJECTS

### Purdue Trip Timer

**Oct 2020**

[github.com/HenryWellman/PurdueTripTimer](https://github.com/HenryWellman/PurdueTripTimer)

Developed an Android application that shows travel times between Purdue buildings based on crowd-sourced data. Made during the Hello World Hackathon at Purdue University.

### Personal Portfolio Site

**Nov 2020 - Jan 2021**

[github.com/HenryWellman/personal-portfolio-site](https://github.com/HenryWellman/personal-portfolio-site)

Designed a fast and simple portfolio website to display relevant Computer Science information about myself. Hosted on an AWS LightSail instance, and developed with Django, Nginx, PostgreSQL, and Unicorn.

### Ball Of The Wild

**August 2022 – December 2022**

<https://github.com/HenryWellman/Ball-of-the-Wild>

Developed a class-based, 3-D handball game in Unreal Engine with C++. Worked in a team while demonstrating principles of the SDLC, and followed the agile principle of software development with Scrum.