HENRY ROWSWELL

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EDUCATION

EECS at UC Berkeley   **2013 – 2017**
BS in Electrical Engineering & Computer Science
Coursework:
CS: Databases | Data Structures | Efficient Algorithms and Intractable Problems | Software Engineering |
   Artificial Intelligence | Machine Structures | Components and Design Techniques for Digital Systems |
   Introduction to the Internet: Architecture and Protocols
EE: Introduction to Embedded Systems | Structure and Interpretation of Systems & Signals | Introduction to
   Microelectronic Circuits
Management (Haas): Leading People | Entrepreneurship

WORK EXPERIENCE

Backend Engineering Intern at Tile   **June – August 2016**
- Implemented APIs for transferring Tile ownership between users, checking reTile eligibility, and
  detecting outdated app versions
- Created a log-collection system using ElasticSearch, Logstash, and Kibana on AWS.
- Wrote unit tests for each API, tests to improve code coverage, and tests for existing bugs

Lead Windows Systems Administrator at Residential Computing   **May 2015 – present**
- Lead a team of six, three that I hired and trained
- Develop and maintain over 250 servers, supporting over 800 workstations and 1,800 staff

Desktop Administrator at Residential Computing   **June 2014 – May 2015**
- Responsible for the technical operations and support of two Academic Centers (AC), computing labs
  where students can study, access the web, and print their papers.
- Each AC serves over 1,000 students and holds up to 40 PC and Mac workstations and printers

Lab Assistant at UC Berkeley   **January – May 2014**
- Helped organize and run weekly lab sections in CS61A, an introductory course to computer
  programming in Python, taken by over 1000 students every semester.

Software Engineering Intern at Innovation Works   **July – August 2013**
- Worked on backend database management for a IOS app using Python/Django at this incubator
  in Beijing

PROJECTS

Classic Video Games
- Recreated games such as Donkey Kong, Asteroids, Megaman and more using various languages
  including Java, C++ and C#

Raspberry Pi Pet Feeder
- Designed and built a mobile app controlled automatic pet feeding machine using Python and a
  Raspberry Pi

Unity Game
- Built a gravity based 3D puzzle game using Unity and LeapMotion

More about me at akahenry.com