

erik@heen.dev  
+1 (320)-894-4240

# Erik Heen

GitHub @eaheen  
LinkedIn @eaheen

Identifying needs and matching them with solutions. Recent computer science graduate, eager to solve problems with a team of similarly creative engineers. Eternally curious, seeking to learn and grow my skills.

## Experience

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**Aerospace Engineering Department, UMN-TC**  
*Software Design Intern*

June 2020 - May 2022

Worked 1-on-1 with the department lab manager to completely reimplement the data acquisition software for an aerospace research lab, vastly improving UI/UX. Researched & analyzed 5+ implementation options. Gathered feedback from 15+ intended users, constructed and refined application requirements. Developed, tested, and finished a product that was well-received.

## Projects

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- **Bill Nom:** Natural-language processing machine learning model that summarizes legislative language. Won 1st place at MinneHack 2023 hackathon. Trained using PyTorch on legislative bills scraped from the MN Legislature's website, outputs a condensed summary.
- **Personal Blog:** Built using Hugo and GitHub Pages. Learned about DNS records, reactive interfaces, static site generators, and YAML/TOML files.
- **GLSL Shaders:** Demonstration of basic GLSL functionality through directly editing vertex and fragment shader files. Live demo available on my blog.
- **HTTP Server & Rudimentary Browser:** Multi-threaded but simple web browser, with GTK front-end, HTTP server built from the ground up with C.

## Skills

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- Communication, project planning & design, resource management
- TypeScript, JavaScript, Go, Python, Java
- IT support, Linux scripting, server management, server networking
- Jira, Git, GitHub, Docker

## Education

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**University of Minnesota**, Minneapolis, MN  
*B.A. Computer Science*

Graduated **Class of 2023**

**Studies** included project design & development, software engineering, human-oriented design, game development, and human-computer interaction.

Other interests include philosophy and ethics, neuroscience, psychology, music production, writing, and photography.