

August Heen

Software Engineer

august@heen.dev

+1 (320) 894-4240

[GitHub @aaheen](#)

[LinkedIn @aaheen](#)

SKILLS

Communication

- Excellent written & verbal communication
- Project management
- Project planning
- Resource management
- Agile development

Languages

- TypeScript / JavaScript
- C / C++
- Python
- Java
- Go
- Bash

Tools

- Jira
- Scrum
- Git
- GitHub
- Computer networking
- Server management

EXPERIENCE

Aerospace Engineering Department, University of Minnesota - *Software Design Intern*

June 2020 - May 2022

- Redesigned & vastly improved UI/UX for instrumentation data acquisition software for fluid mechanics research laboratory
- Analyzed 5+ implementation options
- Gathered feedback from 15+ users
- Constructed software requirements & specifications
- Developed, tested, and finished a product used by 100+ researchers every year.

EDUCATION

University of Minnesota, Twin Cities - *B.A. Computer Science*

Class of August 2023

Coursework

- Software Engineering
- Project Management & Design
- Developing Games & Computer Graphics
- Social & Collaborative Computing
- Algorithms & Data Structures
- Discrete Mathematics
- Linear Algebra
- Advanced Programming Principles
- Operating Systems
- Machine Architecture & Organization

PROJECTS

Bill Nom: Won 1st place at MinneHack 2023 hackathon over 42 other teams. Natural language processing (NLP) machine learning model that summarizes legal language. Trained at home using PyTorch on a dataset of 1000+ bills scraped from the Minnesota Legislature website.

Data Server: Free & Open Source Software tools orchestrated to manage 48+ terabytes of storage, perform regular backups, synchronize

data between 20+ devices spread out over 10+ people. AMD Ryzen system running FreeBSD, 4 drives in a RAID single-parity array through ZFS, housed in a Supermicro JBOD chassis.

Personal Blog: Built using Hugo, deployed by GitHub Pages. Gained knowledge of DNS records, TCP/IP, GitHub Actions, HTML / CSS, UI design, Node.js, hosting websites, static site generators, and YAML / TOML config files