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Erik Heen

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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

Aerospace Engineering Department, UMN-TC   June 2020 - May 2022
Software Design Intern

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

- **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

- TypeScript, Go, Python, Java
- Linux, Windows, Android
- Visual Studio Code, JetBrains Suite, Vim
- Jira, Git, GitHub, Docker

Education

University of Minnesota, Minneapolis, MN   Graduated **Class of 2023**
B.A. Computer Science

Elective studies included project management, software engineering, user-oriented design, game development, and human-computer interaction.

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