



# Adam Henry

541-410-7264 | [adamhenry416@gmail.com](mailto:adamhenry416@gmail.com) | [github.com/ajh416](https://github.com/ajh416) | [Portfolio](#)

## EDUCATION

---

### Oregon State University

*Bachelor of Science in Computer Science*

Corvallis, OR

*September 2021 – June 2025*

## EXPERIENCE

---

### Capstone Project, Imaging / AI

September 2024 – September 2025

*Oregon State University*

*Corvallis, OR*

- Developed and trained a machine learning model on 10,000+ SEM images of graphite for stress analysis
- Developed a desktop graphical interface (C++) for researchers to interact with the ML model and adjust images
- Implemented a CI/CD pipeline using GitHub actions for automatic compiling and release
- Researched additional imaging techniques to detect cracks and other indicative features of material failure

### Summer Grounds Crew

July 2025 – Present

*Bend-La Pine School District*

*Bend, OR*

- Constant teamwork and coordination. Supervising small crews and working independently of supervision.
- Various maintenance tasks, mowing, weed-whacking, etc.

## PROJECTS

---

### Wildfire Map | *JavaScript, HTML, CSS, Node.js*

July 2024 – Present

- Developed a full-stack web application using JavaScript, HTML and CSS
- Visualized wildfires and information about them, such as satellite detected heat points
- Deployed using nginx on a DigitalOcean droplet

### Flashcard Web App (for 24 hour Hackathon) | *Next.js, Typescript*

April 6, 2025

- Flashcard website for repetitive training, as a free/no sign up alternative
- Integrates AI to parse documents and automatically create flash cards
- Uses Google OAuth flow to allow saving of cards to Google Drive

### Ray/Path Tracer | *C++, ImGui, GLFW*

December 2023 – June 2024

- Ray/Path tracing application that can render with either the CPU or GPU
- Achieves over 60 frames per second when rendering over 1000 triangles
- Interactive interface using ImGui to allow runtime modifications to the current render

## TECHNICAL SKILLS

---

**Languages:** C/C++, C#, Python, JavaScript/TypeScript, Java, SQL, HTML/CSS

**Frameworks:** React, Next.js, Node.js

**Developer Tools:** Git, Docker, GitHub Actions (CI/CD), Google Cloud Platform, AWS, Linux, VS Code, Visual Studio

**Libraries & APIs:** OpenCV, ImGui, NumPy, pandas, Matplotlib, PyTorch, TensorFlow, REST APIs