

Adam Henry

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EDUCATION

Oregon State University

Bachelor of Science in Computer Science

Corvallis, OR

Sep. 2021 – June 2025

EXPERIENCE

Capstone Project, Imaging/AI

Oregon State University

Sep. 2024 – Present

Corvallis, OR

- Developed and trained a machine learning model on 10,000+ SEM images of graphite for stress analysis
- Developed a desktop graphical interface for researchers to interact with the ML model and adjust images
- Researched additional imaging techniques to detect cracks and other indicative features of material failure

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 DigitalOcean

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

Dec. 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

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

April 6

- 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

TECHNICAL SKILLS

Languages: C/C++, Python, JavaScript, Java, HTML/CSS

Frameworks: React, Node.js

Developer Tools: Git, Docker, GitHub Actions, Google Cloud Platform, Neovim, VS Code, Visual Studio

Libraries: OpenCV, ImGui, pandas, NumPy, Matplotlib

My hobbies include programming, hiking, photography, and learning about radios.