Adam Henry

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EDUCATION

Oregon State University   **Expected: June 2025**
B.S., Computer Science
Corvallis, OR

- **Relevant Coursework:** Computer Graphics Shaders, Parallel Programming, Vector Calculus, Linear Algebra

EXPERIENCE

Capstone: Enhancing Localized Deformation Analysis w/ AI/ML   **Sep. 2024 – Present**
Developer
On-Campus

- Creating and training AI models for materials analysis
  - Strain map generation model, trained on 1k+ SEM images
- Creation of a pre-processing cross-platform application with a suite of tools for use by researchers
  - **Features:** Denoising (AI), Feature Tracking, Crack Detection, Image Analysis
  - **Stack:** C++; OpenGL; GLFW (window creation); ImGui (UI)

PROJECTS

Wildfire Map

- A website to display wildfires and supplemental information about them, built with HTML, CSS, and JavaScript. Hosted on DigitalOcean.

Ray/Path Tracer

- An interactive cross-platform CPU & GPU renderer featuring advanced ray-collision techniques, made with C++ in OpenGL. Achieves >60fps when rendering >1000 triangles.

SKILLS & INTERESTS

- **Technologies:** C++, OpenGL/GLSL, Python w/ PyTorch/Tensorflow, Java, Next.JS and Javascript, HTML
- **Skills:** Git, Docker, Linux (Arch, Debian), GitHub CI/CD,
- **Interests:** Home Automation; Radio/RF; 3D Printing; Guitar