

# Christopher M. Schenkhuizen

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## OBJECTIVE

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To find a developer position that will exercise my current technical knowledge while allowing for learning and growth in a team environment.

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## EDUCATION

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### PURDUE UNIVERSITY

West Lafayette, IN

*Bachelor of Science in Computer Science, Specializing in Artificial Intelligence*

*Minor in Mathematics*

Graduation Date: May 2019

GPA: 3.10/4.0

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## PREVIOUS WORK

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### SHAZAM ENTERTAINMENT

Rancho Bernardo, CA

*Computer Software Engineer Intern*

May 2017 – August 2017

- Designed a RESTful service to manage commands between a server and a web-based control panel
- Dockerized services and programs to allow for portability and ensure standard production environments
- Refactored and reformatted error codes and messages to better document failures of a service
- Coded and documented services to internally manage hard drive space and traffic in Go

### PURDUE STUDENT SUCCESS CENTER

West Lafayette, IN

*Computer Science Supplemental Instruction Leader*

August 2016 – May 2018

- Explain programming methodologies and structures to students
- Document lesson plans and results of the instruction sessions
- Lead the team of Computer Science Supplemental Instruction Leaders through team building activities and participate in Leadership seminars
- Manage and communicate with a team of other Computer Science Supplemental Instruction leaders to discuss teaching strategies and ensure standards in everyone's work

### BEIGEL TECHNOLOGIES

Encinitas, CA

*Computer Technician Intern*

June 2016 – August 2016

- Planned and built custom hardware to measure electronic music components and sort for quality control. Hardware was based on Raspberry Pi with custom scripts developed using Python and shell scripts
- Optimized computer standards to increase individual computer performance
- Developed supporting database to store and report on tested components, including detailed tracking and quality metrics

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## OTHER EXPERIENCE

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### MINECRAFT FREELANCE PLUGIN-WRITER

July 2013 – Current

- Developed plugin programs in Java to add new mini-game like mechanics as well as remote administrative tools for servers
- Crafted algorithms to modulate high precision time based events
- Debugged and optimized code for lightweight-performance plugin programs

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## TECHNICAL SKILLS

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|--|---------------------------------------|
| • Docker   | • C, C++ – 3 years                    |
| • Source control using Git (GitHub, Gitlab)              | • Python – 2 year                     |
| • Maven  | • Golang – 1 year                     |
| • Debugging and testing– IntelliJ, jdb, Junit4 – 6 years | • HTML, CSS, Javascript, php – 1 year |
| • Windows, Mac, Linux Operating Systems                  | • Linux shell bash, scripting         |
|  | • Technical documentation             |

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## INTERESTS OR HOBBIES

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- Cooking: Classical Italian and Mediterranean
- Snowboarding