Christopher M. Schenkhuizen

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GitHub: *https://github.com/cschenkh* | Gitlab: *https://gitlab.com/Hextaine*
Personal Website: http://chrissch.me

OBJECTIVE

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

EDUCATION

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

PREVIOUS WORK

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

OTHER EXPERIENCE

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 using divide and conquer techniques, dynamic programming, and advanced data structures

TECHNICAL SKILLS

- Docker
- Source control using Git (GitHub, Gitlab)
- Maven
- Debugging and testing– IntelliJ, jdb, Junit4
- Windows, Mac, Linux Operating Systems
- Technical Documentation – Javadocs

- Java – 6 years
- C, C++ – 3 years
- Python – 2 year
- MySQL, SQLite – 1 year
- Golang – 1 year
- HTML, CSS, Javascript, php – 1 year
- Linux shell bash, scripting

INTERESTS OR HOBBIES

- Cooking: Classical Italian and Mediterranean
- Mountain Biking