

# Henry Abrahamsen

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## Saint Paul's School:

- GPA: 3.8/4
- Currently enrolled: Multivariable Calculus, Advanced Physics (AP Physics C), Intro to AI, Physical Computing and Robotics, and Advanced Programming in Java (AP Computer Science)
- Head of Computer Science Club
- Member of Physics Club, Math Team, and Chess Club (2350+ chess rating in puzzles)

## Java Game Engine (2022-present)

- Creating game engine in Java using as few external libraries as possible.
- Built Texture Renderer with OpenGL and custom shaders with GLSL.
- [Henhen1227.com/mushroom](https://henhen1227.com/mushroom)

## NodeJS Backend (2022-present)

- GitHub webhooks automatically keeps Ubuntu Server up-to-date
- RestAPI for database
- Accesses the Appstore Connect API for live updates of app reviews and downloads
- [Henhen1227.com/api](https://henhen1227.com/api)

## TensorFlow App (2021-2022)

- Created a neural network using TensorFlow capable of classifying a hand drawn letter from 3 fantasy languages.
- Ubuntu Server stores the drawn letters in database and automatically retrains the AI and deploys updates to the app.
- [Henhen1227.com/dnd-languages](https://henhen1227.com/dnd-languages)

## Robotics Summer camp (2021)

- Designed and led a summer camp with my robotics team to teach middle schoolers about the engineering design process.
- Built underwater, remote control SeaPerch robots.

## VEX Robotics 56G Worlds (2019-2021)

- Coder for 56G (Robot C)
- Created PID loops for precise position tracking during the autonomous periods.
- Qualified for the VEX Worlds Tournament in 2020
- Placed top 5 in Maine 2020 & 2021

## Apple AppStore Developer (2019-Present)

- Currently 7 Apps available on the [App Store](https://apps.apple.com)
- Over 3K downloads with average rating of **4.8/5** ★
- Finalist for the Tyler Technologies Maine App Challenge (2021)
- [Henhen1227.com/apple](https://henhen1227.com/apple)

## Relevant skills:

List of projects using each skill: [Henhen1227.com/overview](https://henhen1227.com/overview)

### Proficient languages

- Swift
- Java
- Python
- P5JS
- HTML
- ReactJS
- NodeJS
- Plain JS/TS

### Very Familiar languages

- Rust
- PHP
- CSS
- JSON
- GLSL
- Robot C (VEX)
- C# (Unity)
- Lisp

### Proficient programs/IDEs

- IntelliJ & WebStorm
- VSCode
- Xcode
- GitHub
- Blender
- Photoshop
- Unity
- Word & Excel