# John Hendrickson

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## OBJECTIVE

To gain a software engineering position that utilizes software design principles and technical skills.

## EDUCATION

**Bachelor of Science in Computer Science,** Expected May 2021
College of Science and Engineering, University of Minnesota-Twin Cites, Minneapolis, MN
GPA: 4.0

## COURSEWORK

Formal Languages and Automata Theory, Data Science I: Fundamentals, Software Engineering I, Practice of Database Systems (in progress)

## SKILLS

**Languages:** C/C++, Python, Java
**Operating Systems:** Ubuntu Linux, Windows 10
**Text Editors:** Visual Studio, Atom, Vim
**Version Control:** Git, GitHub

## PROJECTS

Bus Simulation, C++, https://github.com/hendro2019/bus-simulation
Battle Ship, JavaScript, https://github.com/hendro2019/BattleShip
Portfolio, https://www.johnhendricksonportfolio.com/

## EXPERIENCE

**Teaching Assistant,** September 2020, present
University of Minnesota – Twin Cities, Minneapolis, MN
**Student Tutor,** September 2017, May 2019
Minneapolis College, Minneapolis, MN

## ACTIVITIES

**Member,** Tau Beta Pi, National Honors Society
**Member,** Competitive Programming Club, University of Minnesota
**Volunteer,** Involve MN, non-profit services for Minneapolis homeless