

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 Cities,
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/tree/master/project>
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