

Henry Olig

(612) 916-4997 | henry@olig.dev | linkedin.com/in/henry-olig | github.com/henryolig | olig.dev

EDUCATION

University of Minnesota

Minneapolis, MN

Bachelor of Science in Computer Science

Sept. 2021 – May 2025

- Technical GPA: 3.7
- Relevant Coursework: Data Structures and Algorithms, Object Oriented and Function Programming, Software Engineering 1, Machine Architecture and Organization, Advanced Programming Principles, Discrete Mathematics, Computational Linear Algebra, Calculus I & II
- Clubs: Solar Vehicle Project, Association for Computing Machinery

EXPERIENCE

Teacher's Assistant

Aug. 2023 - Present

University of Minnesota

Minneapolis, MN

- Hosted office hours to guide students towards success
- Graded student's code based on legibility, efficiency, and result
- Taught various programming concepts and rapidly read and debugged code in labs

Software Engineering Intern

May 2023 – Present

Daikin Applied

Plymouth, MN

- Designed an Azure DevOps Pipeline to automatically test software updates upon pull request
- Configured multiple pipeline agents to perform specific jobs in tandem to improve efficiency
- Created scripts to automate uploading test results to web application
- Updated isolated web application to allow uploading and downloading of .zip packages containing test results
- Overhauled software to improve performance, and add necessary components for pipeline
- Added and updated documentation to pre-existing code to improve legibility and enforce code standardization

Technology Support Agent

Oct. 2022 - May 2023

University of Minnesota

Minneapolis, MN

- Provided hardware and software support to students and faculty
- Delivered exceptional service through timely response and effective communication with inexperienced consumers
- Troubleshoot computer issues via desktop remote access and discussions with end-users
- Created, managed, and updated tickets that track user problems to enable faster and more optimized technical support

PROJECTS

Jotter | *React, Git, Flask, PyTesseract, OpenAI, MongoDB Atlas, Auth0*

MadHacks Hackathon 2023

- Developed the authentication and database management for a full-stack web application
- Utilized Flask to implement back-end API calls to OpenAI, generating quiz questions and summaries of user-input .png and .pdf files
- Took leadership to create a road map and manage tasks to improve workflow efficiency
- Styled Jotter's front-end to create a clean feel and smooth user experience

LeetRepeat | *JavaScript, TypeScript, HTML, GitHub, Node.js, Mongoose, Puppeteer*

Aug. 2023 – Present

- Collaborated in the development of a full stack site to track and create LeetCode study plans
- Utilized Puppeteer to web scrape LeetCode data
- Implemented Mongoose database to store and access LeetCode problem and user data
- Deployed Chakra UI to create a professional and robust website style

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, TypeScript, HTML, CSS, x86 Assembly, OCaml, Racket, SQL

Frameworks: React, Node.js, Next.js, THREE.js, Django, JUnit, Flask

Developer Tools/Practices: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Azure DevOps, Continuous Integration/Continuous Deployment, WSL, Virtualization, Docker, Agile, Scrum

Software: Excel, Blender, MongoDB, Pocketbase, Auth0

Libraries: PyPlot, NumPy, Matplotlib, JavaFX, JavaDoc, PyTesseract

Hardware & Networking: Machine architecture, Network Protocols/Configuration, Software agents, SSH