Henry Hite

Houston, TX 77069
Email: hohite@uh.edu **GitHub:** github.com/hite5 **Website:** https://hitedev.azurewebsites.net/

Education:

University of Houston – Houston, TX — Est. Graduation May 2022
Bachelor of Science in Computer Science - Senior — *GPA 3.7/4.0*
CodeRED Communications Officer (University of Houston's Hackathon) — *Major Coursework GPA 3.8/4.0*
CougarCS Member (University of Houston's Computer Science Society)

Texas State Technical College – Waco, TX — August 2018
Associates in Cyber Security — *GPA 3.8/4.0*

SKILLS

- Python, C++, Java, JavaScript, SQL, C#, Swift
- MySQL, Azure
- React, Flask, and Node.js development
- AR/VR development and experience with Microsoft Reality Toolkit (MRTK)
- Object Oriented Programming and Algorithmic Analysis and Design
- Experience with Web Application and Mobile Development
- Experience with Game Development (Unity)

PROJECTS

ETA (Mobile App)

This was a personal summer project of mine. I created a mobile app that utilizes Google APIs and edge processing to make the app efficient, while having no central processing. It can be found on the Google Play Store and shortly on the App Store.

Covid-19 Statistics Project

Tried to find the probability of the mutation from SARS to SARS-COV-2 (COVID). Using the Levenshtein library we were able to find the difference in the randomly generated mutations and the COVID strain. Based off the number of simulations we ran and the distance to the new virus strain, we were able to find that the probability of mutating to the new strain was incredibly low.

Augmented Reality Game(s)

Created a tower defense game in Unity that utilized the Vuforia AR engine. Created a simple whack-a-mole game that utilized the HoloLens Mixed Reality Toolkit and was developed in Unity.

----------These projects and others are in my GitHub and Website link above ----------

EXPERIENCE

NASA

Software Developer Intern — *January 2022 - Present*

I work on the IMPACT project where we found solutions for the following problems, how often do astronauts become ill or injured in space, what do we need to include in the medical system for deep space missions to keep the crew alive and healthy, how can we design and plan a safer Lunar or Mars mission? I was responsible for updating their sensitivity analysis (Java program), update their main software program to accept xml file formats and update statistical models to include multiple mission segments.

PMC Group One — New York, NY

Software Developer Intern — *September 2021- January 2022*

I work as a back-end developer for their web app suite. I help create components that connect server information to front facing technologies. I am also a member of their iOS team and help test and create features for their iOS app suite.