

Henry Ledbetter

www.henryledbetter.com • henry.ledbetter@colostate.edu • (314) 813-3822

Education

Colorado State University

B.S. Computer Engineering- Aerospace Systems Concentration
Current GPA: 3.75

Ft. Collins, CO
Aug. 2022–May 2026

Experience

AirCRAFT Lab at St. Louis University Software Engineering Intern

St. Louis, MO

Full Time (in person): June 2022 – August 2022

Part Time (remote): August 2022 – Present

- Developed a virtual reality simulator for Aerospace education as part of a team of four engineers
- Utilized Unity for Oculus Development as well as the Google Cardboard SDK for android app development
- Worked on an interface to control drones from a VR environment although that was primarily done by graduate students

St. Louis University High School Information Technology Intern

St. Louis, MO

May 2022 – July 2022

- Installed learning assist technology in classrooms such as smart boards, projectors, amps, and speakers
- Learned PHP and Drupal by upgrading the school support website's custom modules from Drupal 7 to 9
- Learned MariaDB SQL and upgraded functionality of student search system

Midwest Pool Management Headguard

St. Louis, MO

July 2020 – August 2022

- Managed up to ten lifeguards on duty and made sure rotations went smoothly
- Was responsible for regularly testing pool and adding chemical levels so they would remain at acceptable levels
- Ensured the facility was in adherence to Missouri Health Code as well as Starguard™ lifeguard safety standards

Leadership & Activities

SLUH FRC Robotics Team Vice President/Electrical Lead

St. Louis, MO

September 2018 – May 2022

- Responsible for physical electronics which included motor specifications, power distribution, and wiring as well as assisting with CAD, 3D printing, programming, and game strategy
- Learned how to build codebases with WPILib and Java
- Built a python based scouting app that created a spreadsheet and synced it to the team's google drive which ended up being widely used among other teams at our competition

SLUH Stage Crew

St. Louis, MO

Head of Student Club/Interim Technical Director

August 2018 – June 2022

- Ran the light board for 4 shows as well as designing the lights for an in house movie production of the *Spoon River Anthologies* and several dance/choir concerts
- When the school's technical director left in March of my senior year I did all of the technical organizing for our Senior Follies, the end of the year dance show, and a private dance show that rented our theater over the summer

Skills

Programming Languages: Python, C++, C#, HTML, CSS, Java, Kotlin, Swift, Node.js, Javascript, PHP

Spoken Languages: English (first language, fluent), Chinese (6 years of classroom experience, moderate fluency)

Technical Skills: FPGA development, Quartus Prime Software, Linux, Git, Solidworks, Cura, Bash, SQL

Interests: Open Source Software and Hardware, Technical Theater, Hiking and Outdoors