Fletcher Henneman

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Education

Pennsylvania State University — State College, PA
Bachelor of Engineering in Computer Science, Minor in Math — *Aug. 2020 – May 2024*

- GPA: **3.74**

Experience

Software Engineering Intern — June 2023 – Present
Capital One — *Richmond, VA*

- Built a customer facing SPA utilizing React, Fastify for managing flagged wire transfers
- Developed and deployed API endpoints, AWS resources to track and resolve these transactions (DynamoDB, Fargate, Lambda functions)
- Reduced current manual resolution processes by up to 2 days for over 250,000 business
- Wrote unit and component/E2E tests for React components, Fastify routes, and AWS lambda functions with Jest, Cypress

Software Engineering/DevOps Intern — May. 2022 – August 2022
Lockheed Martin — *Valley Forge, PA*

- Automated large-scale IT deployments with Ansible (Tower) playbooks
- Created CI/CD pipelines that integrated with Docker and other repositories (Harbor, Nexus)
- Gained familiarity with Linux (RHEL) through configuring and deploying virtual machines on enterprise cloud computing platforms: Openstack, vSphere/vCenter

DevOps Intern — June 2021 – July 2021
Cerberus Capital Management — *Remote (NY)*

- Developed a solution to the initial on boarding of new clients' data using Azure cloud solutions (Serverless Functions)
- Worked with other interns to create a health and security monitoring Azure dashboard for the client

Projects

LE Tryouts | *PHP, MySQL, HTML, CSS, Javascript* — August 2018 – 2020

- Developed a full-stack web application for the evaluation of athletes for competitive teams
- Collaborated with board members to continuously improve the product
- Product currently facilitates hundreds of players and 1K+ ratings per year
- Being rewritten with new React and NextJS

Steam Idler | *C, GTK Framework, Git* — March 2022

- Developed a low level C application to fake game processes to gain rewards for "playing" them
- Utilized C and the open source UI library: GTK 3.0
- Automatically scans and detects Steam games on all hard drives
- Integrates with Steam API's DLL to register as a valid game process

Technical Skills

Languages: Python, C, C++, C#, Java, SQL (MySQL), JavaScript, HTML/CSS
Frameworks: React, Node.js, NextJS, Fastify
Developer Tools: Git, Docker, Jenkins, Sonar, AWS, Microsoft Azure
Other: Linux (RHEL 7), Ansible, CI/CD Pipelines, RDBMS