Jonathan Daniel Schenk Jr.

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Education

George Fox University, College of Engineering

Expected April 2025
Bachelor of Science, Major: Computer Science
Minor: Information Systems

Relevant Courses: Analysis of Algorithms, Data Structures, Database Systems, Object Oriented Analysis and Design, Software Engineering, Human-Computer Interaction, Computer Architecture & Assembly Language, Web Based Programming, Artificial Intelligence, Operating Systems.

Technical Skills

Languages and tools:
Python, Java, C/C++, Scala, Javascript, Typescript, HTML, CSS, PSQL, Bash, Prolog, MIPS32
Concepts and Industry:
Scrum, Agile, Object-Oriented Design, Unit Testing, Human-Computer Interaction

Relevant Work Experience

Tanoshi Computers

Product Team Intern (2023-Present)

- Quality assurance testing and general research regarding hardware and software design.
- Create informative spreadsheets and collect data for processed units and visualize it using Python scripts and Google Cloud API.

George Fox University

Computer Science Lab Assistant (2023-Present)

- Assist students in overcoming challenges and building confidence in their skills.
- Offer clarification and guidance on course materials and assignments.

Projects

Prusa 3D Printer Retrofit (Servant Engineering Project)

September 2023 - Present

- Working on a team of five using agile methodologies to complete a project for the university art department.
- Responsible for researching and modifying open-source 3D Printing software to work with clay extrusion as the sole software engineer on the team.

Web-Based Conway's Game of Life

February 2024

- Self-learned Typescript and Node.js to create a web-based implementation of Conway's Game of Life.
- Applied knowledge of Data Structures and Object Oriented Programming to create the game.
- Valuable experience with Typescript and also gained a good understanding of Node.js.

Password Generator (Team Software Engineering Project)

Oct 2022 - Dec 2022

- Collaborated as a team of four for 10 hours a week to design and develop a CLI-based password generator program in Java, meeting the client's requirements and expectations.
- Implemented Agile methodologies throughout the project, fostering a dynamic and iterative development approach that encouraged collaboration, adaptability, and constant feedback within the team.
- Utilized sprint-based planning to divide the project into manageable tasks, ensuring a structured and organized workflow that facilitated efficient development and timely delivery of features.
- Maintained a transparent and communicative team environment by regularly sharing progress updates, challenges, and achievements, promoting a shared understanding of project goals, and fostering a cohesive team dynamic.