Jonathan Daniel Schenk Jr.

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Product Team Intern @ Tanoshi Computers

(March 2024 - 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.

Computer Science Lab Assistant @ George Fox University

(August 2023 - Present)

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

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Bachelor of Science, Computer Science @ George Fox University

Minor in Information Systems

Graduating April 2025

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.

Skills:

Javascript, Typescript, HTML, CSS, React, Node.js, Python, Java, C/C++, Scala, PSQL, Bash, Prolog, MIPS32, Scrum, Agile, Object-Oriented Design, Unit Testing, Human-Computer Interaction, UI/UX Design.

Prusa 3D Printer Retrofit Firmware Modification

September 2023 - Present

- Working on a team of five implementing **agile methodologies** to complete a project for the University's Art Department.
- Responsible for both researching and modifying open-source 3D Printing firmware to work with clay extrusion as the sole software engineer on the team.
- Built modified C-based firmware using CMake and flashed to the printer.

Personal Portfolio Website

February 2024 - March 2024

- Developed a static personal portfolio site to showcase projects and experience. The site also has some unique elements, such as an audio player to showcase music I have produced in the past.
- Tools used include **Node.js, React,** and **Vite** as well as **Typescript/Javascript, HTML,** and **CSS.**

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** and its features.

PWGEN (Team Software Engineering Project)

Oct 2022 - Dec 2022

- Collaborated as a team of four to design and develop a CLI-based password generator program in **Java**, meeting the client's requirements and expectations.
- Implemented **Agile methodologies** and **sprint-based planning** throughout the project, resulting in a development approach that promoted collaboration, adaptability, and constant feedback within the team.