

Jonathan Daniel Schenk Jr.

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Education

George Fox University

Graduating

April 2025

Major: Bachelor of Science, 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 (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.

George Fox University

Computer Science Lab Assistant (August 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.

Portfolio Website

February 2024 - March 2024

- Developed a personal portfolio site to showcase projects and experience, as well as gain valuable back end experience through adding unique elements to the site, such as an audio player to showcase music I have produced in the past.
- Tools used include Node.js, React.js 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.

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.