

Jonathan Daniel Schenk Jr.

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Product Team Intern @ Tanoshi Computers

(February 2024 - Present)

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

Resonance - Full Stack React Web Application

March 2024

- Created a landing page and file submission system for a client's music collective service.
- Built using React + Typescript, Firebase backend to manage file submissions.

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.