# Jonathan Daniel Schenk Jr.

Dundee, OR | 971-407-6170 | jonschenkjr@gmail.com | linkedin.com/in/jonschenkjr

### 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.