Jonathan Daniel Schenk Jr.

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Education

George Fox University   *Newberg, OR*
Bachelor of Science, Computer Science & Minor in Information Systems   *Expected April 2025*

Relevant Coursework: Data Structures, Algorithms, Database Systems, Artificial Intelligence, Operating Systems

Experience

Quality Assurance Intern   *Remote*
Tanoshi Kids Computers   *February 2024 - Present*
- Performed quality assurance testing and researched software design to enhance product integrity
- Analyzed and visualized data for processed units using Python and Google Cloud API, revealing key insights
- Monitored KPI trends for over 150 refurbished laptops to inform decisions on user experience improvements
- Improved functionality and productivity of refurbishment tracking system.

Programming Lab Aide   *Newberg, OR*
George Fox University   *August 2023 - Present*
- Tutoring over 70 students, empowering them to bolster their coding skills and surmount technical obstacles
- Providing comprehensive clarification and guidance on intricate lecture materials and assignments
- Entering grades for students' programs and reviewing test corrections.

Projects

Resonance - Full Stack React Web Application (Personal Project)
Created a landing page and file submission system for a client's music collective service

- Designed and developed using React, Typescript and Tailwind and backend file submissions with Firebase
- Created a landing page and file submission system for a client's music collective service

Prusa 3D Printer Retrofit Firmware Modification (Ongoing Team Contract)
Researching and modifying firmware to work with clay extrusion
- Modified and built and tested C-based firmware using CMake
- Worked on a team of 5 for 5-10 hours a week using Agile for the University's Art Department
- Employed and refactored open-source 3D printing firmware to work with clay extrusion
- Fixed over 20 bugs in firmware upon removal of various sensors and added 5 new features.

Web-Based Conway's Game of Life (Personal Project)
A browser implementation of Conway's Game of Life
- Over 15 hours of self-taught Typescript and Node.js
- Implemented game logic using a cell object 2D array system
- Applied knowledge of Data Structures and Object Oriented Programming to create the game

Technical Skills

Languages: Javascript, Typescript, HTML, CSS, Node.js, Python, Java, C/C++, Scala, SQL, Bash, GDScript
Frameworks: React.js, Next.js, Tailwind, Junit, Cypress, Jest