

# Henry Schaefer

Computer Science Undergrad  
University of Utah, 3.5 GPA

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## Skills

|               |                 |
|---------------|-----------------|
| C#            | Git/Github      |
| C++           | Visual Studio   |
| Java          | Qt (C++)        |
| Python        | PyCharm         |
| HTML          | Eclipse         |
| CSS           | Unity 5         |
| JavaScript    | Unreal Engine 4 |
| XML           | Photoshop       |
| MIPS Assembly | PyQt            |
| MySQL         | Box2D           |
| ROS           | SFML            |
|               | Magick++        |
|               | Pygame          |

## Coursework

Algorithms, Computer Graphics  
Software Practice I, Software Practice II  
Traditional Game Development  
Discrete Structures, Eng Prob. & Stats  
Computer Organization  
Calculus II, Calculus III

## Recognitions

UofU **Dean's List** Spring 2015, Spring 2016

UofU **Western Undergraduate Exchange  
Scholarship** 4 Year scholarship

## Employment

### **Fairbanks Princess Riverside Lodge**

Luggage Handler

May 2015 – August 2015

### **Northern Associates**

Geo-Tech Assistant

May 2013 – July 2013

## Experience

### **Northern Embedded Solutions**

Student Intern

Summer 2016 | Fairbanks, Alaska

Worked on object avoidance for a Clearpath Husky UGV robot using a Velodyne LiDAR and ROS. Implemented FLIR thermal video streaming over a base station network to a laptop. Created an application for launching demos on the Husky and Clearpath Jackal robots using PyQt.

Python PyQt ROS Linux

## Projects

### **PixelYen**

Code

March 2016

Sprite drawing application with a suite of different drawing tools. Includes a layer & frame system for animations. Animations can be exported into an animated GIF.

C++ Qt Magick++

### **AgCubio**

Code

December 2015

Multiplayer game based off the popular browser game "Agario". Custom screen-scrolling, physics, and collisions. Metadata is saved to a MySQL server and accessible through a web page hosted by the game server.

C# Visual Studio MySQL

### **Fugue**

Art, Music & Code

February 2015

Side-scrolling platformer with a heavy emphasis on atmosphere and narrative.

Built with a team of 8 for the 2015

International Game Jam.

Python Pygame PyCharm