Henry Schaefer

Computer Science Undergrad
University of Utah, 3.5 GPA

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Skills

C#	Git/Github
C++	Visual Studio
Python	Qt (C++)
ROS	Unity 5
PyQt	Unreal Engine 4
Pygame	Photoshop

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
Fall 2017

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

Ransack   Code
September – December 2016
2D couch competitive burglary brawler with a 1930s rubber-band cartoon art style. Featured at the University of Utah's EAE Play event.
C# Unity

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