Adam Henry

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Professional Summary

Detail oriented and enthusiastic Computer Science student experienced with Linux and multiple programming languages, particularly C++, looking for a full-time job or internship.

Education

B.S. Computer Science, with a focus on graphics| Oregon State University

June 2025

- Related coursework: Data Structures (CS261), Analysis of Algorithms (CS325), Vector Calculus (MTH254), Parallel Programming (CS475), Computer Graphics Shaders (CS457)

Skills

Technical: C/C++, Python, Git, Linux and Windows, Graphics Programming & Shaders

Soft Skills: Communication, problem solving and analytical mindset, Microsoft Office suite.

Projects

Wildfire Map**:** a website to display current wildfires on a map for ease of viewing, incorporating multiple sources of data into one easily accessible page. Hosted on DigitalOcean, built with html and JavaScript.

Ray/Path Tracer: a Ray & Path Tracer made in C++, for my own learning purposes. Involved learning the math behind casting rays, analyzing the ray-object collisions, and implementing parallel programming techniques to achieve faster render times.

Experience

Facilities Maintenance | Fisheries and Wildlife Dept., Oregon State University

November 2024 - Present

- Constant teamwork and coordination, working in small crews or independently.
- Use of various power tools (backpack blower, rotary mower, etc.)