HENRY ROWSWELL

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EDUCATION

EECS at UC Berkeley **2013 – 2017**
BS in Electrical Engineering & Computer Science
Coursework:
CS: Databases | Data Structures | Efficient Algorithms and Intractable Problems | Software Engineering | Artificial Intelligence | Machine Structures | Components and Design Techniques for Digital Systems | Introduction to the Internet: Architecture and Protocols
EE: Introduction to Embedded Systems | Structure and Interpretation of Systems & Signals | Introduction to Microelectronic Circuits
Management (Haas): Leading People | Entrepreneurship

WORK EXPERIENCE

Backend Engineering Intern at Tile **June – August 2016**
- Implemented APIs for transferring Tile ownership between users, checking reTile eligibility, and detecting outdated app versions
- Created a log-collection system using ElasticSearch, Logstash, and Kibana on AWS.
- Wrote unit tests for each API, tests to improve code coverage, and tests for existing bugs

Lead Windows Systems Administrator at Residential Computing **May 2015 – Dec 2016**
- Lead a team of six, three that I hired and trained
- Develop and maintain over 250 servers, supporting over 800 workstations and 1,800 staff

Desktop Administrator at Residential Computing **June 2014 – May 2015**
- Responsible for the technical operations and support of two Academic Centers (AC), computing labs where students can study, access the web, and print their papers.
- Each AC serves over 1,000 students and holds up to 40 PC and Mac workstations and printers

Lab Assistant at UC Berkeley **January – May 2014**
- Helped organize and run weekly lab sections in CS61A, an introductory course to computer programming in Python, taken by over 1000 students every semester.

Software Engineering Intern at Innovation Works **July – August 2013**
- Worked on backend database management for a IOS app using Python/Django at this incubator in Beijing

PROJECTS

Sudoku Solver bit.ly/sudoku-solver
- Web app that uses image processing and digit recognition to detect and solve sudoku puzzles using Python, OpenCV, and Flask.

Raspberry Pi Pet Feeder bit.ly/raspi-feeder
- Mobile app controlled automatic pet feeding machine using Python, NetIO, and a Raspberry Pi.

Unity Game bit.ly/unity-game
- Gravity-based 3D puzzle game using Unity and LeapMotion.