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

Full Stack Software Engineering Intern at GoFundMe   **May 2017 – present**
- Working with React/Redux, PHP and PostreSQL on the core web experiences team
- Responsible for building the social media share page, campaign stats page, and more

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- Implemented APIs for transferring Tile ownership between users, checking reTile eligibility, and detecting outdated app versions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

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.

More about me at akahenry.com