Sam Henkes

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EDUCATION

Iowa State University, Ames, IA   GPA 3.58/4.00

B.S. in Computer Science   Expected Graduation: December 2020

SKILLED WITH: Java, Scala, C#, JSON, XML, Git, AWS, Unity, Agile

PRIOR EXPERIENCE: SQL, Swift, Python, C, C++, Obj-C, JavaScript, Regex, Bash, Hadoop, Big Data, WebGL, HTML, Node.js, Hive, Yarn, Elastic, Gitlab, Github, Bitbucket, Spark, Jira, Visual Studio, Android Studio, Xcode, Scratch, SQL Developer, PuTTY, Postman, Assembly, Racket, Prolog, Jenkins

WORK EXPERIENCE

Software Engineer Contractor   February 2019 – Present
Contracted by Iero LLC

- Created the opportunity by demonstrating a past project, offering my services, and hand-picking a suitable team of four contractors
- Estimated hours and evaluated priorities for tasks in Scrum process
- Developed a mobile app using Android Studio, Google Maps, AWS, and lambda functions

Software Engineering Intern   May 2019 – August 2019
Thomson Reuters   Eagan, MN

- Integrated improvements to a key feature of a billion-dollar product for lawyers and legal professionals
- Leveraged big data tools including Hadoop, Spark, Scala, and Hive to deliver fast and accurate data
- Consulted legal professionals to best accommodate client needs
- Operated as if a full-time software engineer on a development team

Software Engineering Intern   May 2018 – August 2018
JAMF Software   Minneapolis, MN

- Contributed as a developer of a Scrum Team, engaging in stand-up, pull requests, planning, and demos
- Collaborated with Software Engineers, QA, and Product Owners to define, plan, and execute work
- Designed and created an iOS app to be used for future technical interviews
- Implemented UI testing framework by intercepting requests and mocking responses for a core product

Support Intern   January 2017 – May 2017
JAMF Software   Minneapolis, MN

- Created an efficient Bash script in 2 months internal using API to populate the company's software with mock testable computers, devices, and users
- Learned and applied MySQL, Linux/Mac Command Line, and Bash Scripting

LEADERSHIP & CAMPUS INVOLVEMENT

Game Development Club   September 2017 – Present

- Elected President for 2019-2020 school year after a year as Vice-President and another as a Member
- Coordinated and drove discussions and activities at weekly meetings for over 50 members
- Prepared workshop materials and lead workshops on various aspects of game development
- Lead weekly club officer meetings while determining and distributing tasks accordingly

Iowa State University Game Jams   October 2017 & April 2018

- Produced the *Best Overall Game* from scratch in 48 hours on both occasions
- Fostered Teamwork by determining and distributing tasks, reassigning and re-evaluating them as needed