

# Henry Schaefer

Computer Science Undergraduate  
University of Utah, 3.5 GPA  
May 2018 Graduation

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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, Data Structures  
Software Practice I, Software Practice II  
Traditional Game Development  
Alternative Game Development  
Intro to Computer Graphics  
Interactive Computer Graphics  
Linear Algebra

## 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