

Henrik Volckmer

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Objective

To provide my skills in a competent, professional manner.

Education

Candidate for Master of Science in Computer Science, UMass Boston (projected completion 2010)
Bachelor of Science in Computer Science, UMass Boston (2008)
Associate of Science in Mechanical Engineering, Massachusetts Bay Community College (2005)

Programming Skills

Web development (inc. AJAX): HTML, CSS, Javascript, PHP, JSP, MySQL, Oracle, SQL99
.NET: C#
Applications: C, C++, Java
APIs: DirectX, Managed DirectX, OpenGL 2.0, GLSL
Other: Python, AviSynth, Scheme

Applications

Visual Studio, Eclipse, BloodShed DevC++, MS Office, Open Office, Solidworks, Adobe Photoshop, Sony Vegas

Professional Experience

Software Engineering Research Lab (SERL), UMass Boston 2008 - present
Unix Operator, UMass Boston 2008 – present

Projects

3D shader-based game/research engine 2006 – present (Solo)
RADAR - Student Discipline Application 2008 – present (Team lead)

Achievements

National Dean's List 2005-2007, Dean's List, UMass Boston, VP of ACM Club at UMass Boston, UMass Boston programming team (2006 - 2008)

Related Interests

LUA, neural networks, parallel processing, HLSL, evolution simulation