

# Fletcher Henneman

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## TECHNICAL SKILLS

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**Languages:** Python, C, Rust, Swift, PHP, C#, Java, SQL (MySQL), JavaScript

**Frameworks & Web Tech:** React, Node.js, Next.js, Fastify, HTML, CSS

**Developer Tools:** Git, Docker, Xcode, Jenkins, Sonar, AWS, Microsoft Azure, Jest, Cypress

**Other:** Linux (RHEL 7), Ansible, CI/CD Pipelines, RDBMS

## EXPERIENCE

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### Software Engineering Intern

Jun 2023 – Aug 2023

*Capital One*

*Richmond, VA*

- Built a full-stack web application with React, Fastify to allow customers to resolve flagged wire transfers
- Developed and deployed API endpoints, AWS resources to store and track these transactions (DynamoDB, Fargate, Lambda functions)
- Reduced current manual resolution processes by up to 2 days for over 250,000 business
- Wrote unit and component/E2E tests for React components, Fastify routes, and AWS lambda functions with Jest, Cypress

### Software Engineering/DevOps Intern

May 2022 – Aug 2022

*Lockheed Martin*

*Valley Forge, PA*

- Automated large-scale IT deployments with Ansible (Tower) playbooks
- Created CI/CD pipelines that integrated with Docker and other repositories (Harbor, Nexus)
- Gained familiarity with Linux (RHEL) through configuring and deploying virtual machines on enterprise cloud computing platforms: Openstack, vSphere/vCenter

### DevOps Intern

Jun 2021 – Jul 2021

*Cerberus Capital Management*

*Remote (NY)*

- Developed a solution to the initial on boarding of new clients' data using Azure cloud solutions (Serverless Functions)
- Worked with other interns to create a health and security monitoring Azure dashboard for the client

## EDUCATION

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### Pennsylvania State University

Aug 2020 – May 2024

*Bachelor of Engineering in Computer Science, Minor in Math*

*State College, PA*

- GPA: **3.78**

## PROJECTS

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### GameBoy Emulator | *Rust*

April 2024 – May 2024

- A semi-cycle-accurate GameBoy (DMG-01) emulator with a scanline renderer
- Features a custom built UI and debugger with instruction stepping, breakpoints, and video memory viewing
- Can currently play ROMs such as Tetris, Kirby's Dream Land, and Super Mario Land!

### LE Tryouts | *PHP, MySQL, HTML, CSS, JavaScript*

Aug 2018 – Jun 2020

- Developed a full-stack web application for the evaluation of athletes for competitive teams
- Collaborated with board members to continuously improve the product
- Product currently facilitates hundreds of players and 1K+ ratings per year
- Being rewritten with React and Next.js

### Steam Idler | *C, GTK Framework, Git*

Mar 2022 - Apr 2022

- Developed a low level C application to fake game processes to gain rewards for "playing" them
- Utilized C and the open source UI library: GTK 3.0
- Automatically scans and detects Steam games on all hard drives
- Integrates with Steam API's DLL to register as a valid game process