

Rolf Hendriks

Washington, DC

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Data scientist with demonstrated excellence in mobile app and game development. Strong foundation in math and software engineering with a keen eye for visual details. Recent training in data science using Python.

SKILLS

<i>Languages:</i>	Python, Swift, SQL, HTML, CSS, Objective C, C++, C, C#, Java, Dart
<i>Frameworks:</i>	Matplotlib, Pandas, Scikit-Learn, NLTK, SpaCy, Keras, TensorFlow
<i>Models:</i>	Linear Regression, Logistic Regression, KNN, K Neighbors Classifiers, DBSCAN, Decision Trees, Random Forests, Neural Networks, Naive Bayes Classifiers
<i>Techniques:</i>	Cross Validation, Regularization, R ² Scores, Confusion Matrices, ROC Curves, Principal Component Architecture, Feature Engineering, GridSearch, Pipelines
<i>Areas of Expertise:</i>	Mobile Development, Client-Server Architecture, Data Visualization, Monitoring / SRE, Natural Language Processing, Artificial Intelligence

Experience

General Assembly

August 2024 - December 2024

Student

Full-immersion training bootcamp for data science using Python technologies

Key Achievements:

- Created a high-performance SQL-backed recommendation algorithm for albums, artists, books, and authors
- Demonstrated excellence in data visualization using matplotlib
- Used various natural language processing techniques to analyze bias in social media posts and news articles
- Gained hands-on understanding of Python, pandas, matplotlib, and scikit-learn fundamentals
- Demonstrated strength in presenting findings and recommendations to a live audience

Capital One, Chantilly, VA

2021-2024

Lead iOS Developer

Development of shared mobile platform services

Key Achievements:

- Became a company-wide expert in mobile monitoring using New Relic, documenting and advising on best practices for monitoring and dashboard design
- Developed a dashboard used across the organization to troubleshoot high-severity incidents
- Created various dashboards and alerts to monitor core components and audit monitoring capabilities and opportunities
- Reduced complexity of organization-wide API requests by ~70% while vastly improving inspectability

The Teaching Company, Chantilly, VA

2019-2021

iOS Developer

Sole Developer for Apple TV version of The Great Courses Plus

Key Achievements:

- Created initial version and subsequent rebranding for The Great Courses Plus, a Netflix-like streaming TV service
- Delivered application with no known bugs or issues and high degree of visual polish
- Proactively interfaced with SQL product catalog to help ensure bug-free feature delivery

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Page 2 of 2

Blackboard, San Francisco, CA

2013-2016

iOS Engineer

Developed and maintained mobile e-learning applications used by millions of teachers and students worldwide

Key Achievements:

- Initiated and developed organization-wide reusable framework for branded UI components
- Won innovation hackathon by prototyping a novel diff-based client/server architecture
- Maintained bug-free status for all personal work delivered
- Developed a comprehensive test data set that was universally adopted by QA and developers, found and documented over 500 preexisting issues
- Created internal testing app for custom UI components

Sylvan Learning, Baltimore, MD

iPad Developer

Sole designer, developer, and architect for iPad based learning app that replaces thousands of paper based lessons in hundreds of Sylvan learning centers nationwide

Key Achievements:

- Proactively visited learning centers and interviewed teachers and administrators before and during development
- Designed, executed, and documented a RESTful JSON-based web service architecture with built-in mock data capabilities to ensure fast iteration between frontend and backend
- Innovated a gesture-based grading mechanism, a scroll bar with built-in support for left-handed users, and a novel mechanism for injecting native iOS controls into HTML-driven contents

Other Experience

Creative Radicals, LLC - **Senior iOS Developer**

2017-2019

Full lifecycle development of GIS-based location tracking and emergency response app

TMSoft, Inc - **Senior iOS Developer**

App redesign and feature improvements for highly rated sleep aid apps on iPhone, Mac, and Apple TV

2016-2017

3Pillar Global, Inc - **Mobile Developer**

Developed kiosk app that efficiently syncs a 500MB SQL-based local product backend

Naughty Dog, Inc. - **Gameplay Programmer**

Created special effects for award-winning *Uncharted: Drake's Fortune* video game franchise

Micros, Inc. - **.NET Developer**

Developed big-systems test to simulate large volumes of web service API traffic for point-of-sale clients

Education and Training

General Assembly - **Certificate in Data Science**

December 2024

Carnegie Mellon University - **Bachelor of Science in Discrete Math and Logic**

Carnegie Mellon University - **Minor in Computer Science**

Additional Qualifications

- New Relic Certified Observability Practitioner
- AWS Certified Cloud Practitioner
- Best Overall Project - 2024 World Bank Data Dive