

HENRY ABRAHAMSEN

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Education

Northeastern University, Boston MA

Expected May 2028

Bachelor of Science in Computer Science, GPA: 4.0

Relevant Coursework: Matrix Methods in Data Analysis and Machine Learning; Algorithms; Object-Oriented Design; User Experience Design; Fundamentals of Computer Science 1 & 2; Discrete Structures.

Activities: 1st place winner of Steast Hackathon; Software sub-team for NASA Lunabotics Competition; Member of NUHacks.

Technical Skills

Languages: TypeScript, JavaScript, Java, Swift, Python, Arduino (C++), Racket, Godot Scripting

Framework: Vite, React, React Native, SwiftUI, ExpressJS, ThreeJS, GLSL shaders, Flask, TensorFlow, PyTorch, SocketIO

Technologies: Git/GitHub, Figma, Nginx, AWS S3, Azure OAuth 2.0, Grafana/Prometheus, PostgreSQL, Redis, Stripe API

Experience

Patent Bots; Legal tech startup automating patent preparation and prosecution.

Jun. - Aug. 2023

- Engineered a full-stack website to populate Information Disclosure Statements, reducing manual effort for patent attorneys.
- Created **Flask** backend service that programmatically manipulates PDF data to ensure accurate and compliant form generation.

Henhen1227, LLC; The legal entity which owns the following projects.

Feb. 2025 - Present

mcWardrobe: Minecraft Skin Editor; Offers various web-based tools for Minecraft Skins.

Jun. 2024 - Present

- Integrated an **AWS S3** backend for cloud storage and management of user-generated content.
- Implemented the **Azure OAuth 2.0** flow to enable seamless, automatic skin uploads to official Minecraft accounts.
- Developed a method to convert 2D skins into 3D models that resembles the character when 3D printed.
- Presented research and findings of 3D model generation at the Northeastern RISE Expo.

native-liblouis; Open-Source **React Native** npm package for translating Unified English Braille (UEB).

May - Aug. 2025

- Compiled Liblouis translator into **Swift**, **Java**, and **Web-Assembly** with customizable translation tables.
- Designed it to use correct module when building the app depending on the target React Native platform.

Braille Decoded; React Native App to learn and practice UEB.

May - Sep. 2025

- Developed method of teaching UEB by giving short stories one sentence at a time with translation hints.
- Over 500 monthly active users; reviewed by braille expert at *Braille Adventures*.

BluetoothSerial Connect; iOS app and Arduino Library for easy remote control.

Feb. - Jul. 2024

- Leveraged native iOS Bluetooth frameworks and designed library to simplify communication with BLE modules.
- Nearly 40k downloads; Over 900 monthly active users (opt-in metrics only).

Funding Website; Accepts donations for projects with Stripe's Payments API.

Jun. 2025

- Donation platform using Stripe, handles payment edge cases and errors for a seamless user experience.

SwipSwap.io; Fast-paced cross-platform game (iOS, Android, Web), built in **Godot**.

Jan. - Mar. 2025

- Built a backend to manage asset delivery, allowing for content updates without requiring full redeloys.

KeyAutoClicker; Simple MacOS App for automated repeated clicking

Apr. 2023 - Dec. 2024

- 600 monthly active users; Overwhelmingly positive feedback on latest update.

KeySoundboard; MacOS App for playing sound effects with custom key binds.

Nov. 2022 - Apr. 2024

- Engineered a custom audio driver to install virtual microphone; app uses driver for 3rd party audio integration.

Daily Japanese Vocab Widget; iOS App/Widget and website that gives a daily JLPT vocab word.

Jul. 2025 - Present

- Uses the Japanese Literacy Proficiency Test vocab lists to provide a word every day for practice.

Interests

Digital Art; Photoshop; Learning Japanese; Stop-Motion Animation; Blender 3D modeling.