
Justin Hendrix

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EDUCATION

University of Houston

Bachelor of Science in Computer Science, Minor in Cybersecurity

Houston, TX
December 2024 – December 2026

Lone Star College

Associate's in Computer Science

Kingwood, TX
May 2022 – May 2024

EXPERIENCE

Computer Science Tutor

ACM Kingwood

May 2023 – May 2024
Kingwood, TX

- Tutored students in core computer science courses, including Data Structures, Computer Architecture, and C++ Fundamentals
- Provided one-on-one and group sessions to reinforce course concepts, assist with programming assignments, and prepare students for exams
- Created and explained practice problems to enhance student problem-solving skills and strengthen understanding of key topics

Coordinator and Project Manager, ACM Kingwood

ACM Kingwood

May 2022 – May 2024
Kingwood, TX

- Led a team of four to win a 3D game development competition using Unity, overseeing design, coding, and testing phases
- Managed club scheduling, including planning weekly meetings, coordinating special events, and ensuring smooth execution of activities
- Developed and delivered keynote speeches on cybersecurity topics, engaging audiences and representing the ACM branch at events

Pharmacy Technician

Walmart Pharmacy

June 2022 – Present
Humble, TX

- Maintained inventory accuracy across 1,200+ medications, ensuring optimal stock levels through audits
- Processed an average of 250–300 patient transactions per day, maintaining accuracy and patient confidentiality
- Led a project that achieved a 30% increase in patient satisfaction scores over 1 year

PROJECTS

Team Lead, Esoterra | Unreal Engine, C++, Blueprints

August 2025 – May 2026

- Led two different 4-person teams across two semesters to build an open-world Unreal Engine RPG, placing 1st both semesters
- Designed and implemented a combat system, an AI decision tree for enemy behavior, and a full NPC dialogue and quest system
- Built inventory, crafting, and resource-gathering systems, plus a custom weather and magic system

Team Lead, The Odyssey | Unity, C#, VR

January 2026 – May 2026

- Led a 4-person team with no prior game development experience to build and ship a VR co-op escape room to a web store
- Designed physical-movement, 2-player cooperative puzzles requiring coordinated input from both players
- Implemented fully custom code and level design, including an in-game lobby and multiplayer join flow

Library Database Website | JavaScript, Node.js, HTML, MySQL, Git, React

August 2025 – October 2025

- Collaborated with a team of four to design and implement a relational database system linked to a web interface
- Developed the application using React for the front end, Node.js for the back end, and MySQL for data storage and management
- Integrated a barcode reader for real-time item lookup and transaction processing, enhancing system efficiency and usability

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, VS Code, Visual Studio, Eclipse

Libraries: pandas, NumPy, Matplotlib