Henry Lahman

Computing Professional

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Skills

Diagnosing/identifying problems/problem components

Hardware:

Soldering (through hole and surface mount)
Schematic ASIC design
Assembling, maintaining and upgrading off the shelf hardware

Software:

Object Oriented Programming
Procedural Programming
Debugging
General configuration and optimization (whether that be windows domain policies, windows registry entries, *nix profile.rc files, BIOS/UEFI, etc.)

Education

Aquinas Institute of Rochester — *New York State Regents Diploma with Mastery in Science*

June 2013

Polytechnic Institute of NYU/NYU Polytechnic School of Engineering/NYU Tandon School of Engineering

August 2013 - December 2015

Earned 69 credits towards a Bachelor's of Science in Computer Engineering.

Projects

ASIC Game AI — Digital Logic and State Machine Design

Using Xilinx ISE design suite and an FPGA board.

Corporate Network (Re)Design — Computer Networking (Final)
IP Addressing Schema, design of LANs, layout of data and voice networks, development of application profiles, and identification of protocols to be used, technologies to be used, bandwidth requirements, acceptable delays, etc.

Bitcoin Blockchain Messenger — Applied Cryptography
End to end encryption via ECDH (and signed via ECDSA) using Bitcoin key pairs, using the OP_RETURN field.

Database Frontend Web App — Intro to Databases
PHP frontend for MYSQL. Includes Google Maps API integration.
http://meetup.henrylahman.com/home.php

Areas of Expertise

APIs, ASIC Schematic Design, Computer Hardware, Cybersecurity, Discrete Maths, Networking, Programming, Troubleshooting, Web Backends

Primary Languages

BASIC, C++, C#, HTML, Javascript, MIPS ASM, PHP, Python, SQL

Additional Languages

Ada, BASH scripting, CSS, Dart, Haskell, Java, Lua, MATLAB, Objective C, Verilog, VHDL, Windows Batch files, XML, x86 ASM

Graduate Level CS Electives Taken

Computer Networking

Intro to Databases

Applied Cryptography