Andy Gatza, Software Developer

Lake Zurich, United States, 2247139054, andy.gatza@gmail.com

PROFILE

Results-driven Software Developer with good technical skills and an eagerness to learn and excel at whatever challenges arise. Assesses risks, troubleshoot problems, and conducts tests. Excellent communication and teamwork abilities.

EMPLOYMENT HISTORY

Mar 2022 — Apr 2023

Software Engineer, IDLab

Chicago

Work with other engineers to research, develop, and optimize various computer vision and deep learning models for different problems.

Explore and analyze unstructured data like images through image processing.

Take ownership to drive computer vision solutions and meet customer requirements.

Develop custom computer vision applications/solutions to meet customer requirements and improve them to address additional customer requirements in the future.

Feb 2021 — Mar 2022

Manufacturing Technician, Abbott

Gurnee

Perform all types of complex demand and preventative maintenance and assembly work on semi-automated manufacturing equipment, including programming, troubleshooting, and repair of inkjet printers, sealing equipment, pouching equipment, vision systems, labeling, and feeding equipment along with other equipment of similar type.

Designed a quality assurance vision system to determine the quality of a strip relative to a base model. Used a raspberry pi 4 and the OpenCV library to create a cost efficient solution that updates 10 times every second, demonstrating the ease with which computer vision can be developed/integrated.

Designed and implemented a monitoring system for Zebra label printers that both monitored active status and reported error conditions and history.

EDUCATION

Sep 2020 — Mar 2023

B.S. Computer Science (Software Developement), DePaul University

Chicago

Graduated with a GPA of 3.808

SKILLS

- SQL
- Python
- Java
- OpenCV
- PyTorch
- Azure
- C
- Computer Vision

LANGUAGES

English — Native speaker

Spanish — Native speaker

Feb 2021 — Mar 2021

Custom Low Cost Vision System

Designed and created a vision system that uses multiple pre-processing techniques to allow for a surface to be evaluated for damage and scratches regardless of orientation. Emphasis was placed on the price-point and explainability of the underlying algorithm, such that its utility could be expanded based on the intended use.

Feb 2023 — Apr 2023

CRT Monitor Convergence Analyzer

Designed a system that analyzes a dot pattern on the screen of a Cathode Ray Tube monitor with a 4K camera, allowing real-time feedback on local and global convergence issues. The OpenCV library was used to both pre-process each frame and generate the contours and moments needed for the analysis of each phosphor color.