

Andre J. Esher

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EDUCATION

Colorado State University – Global

Denver, Colorado

B.S. & M.S. in Computer Science

Expected Graduation, April 2026

- **Concentrations:** Intelligence and Modeling/Simulations
- **GPA:** 3.4
- **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Combinatorics, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Statistics & Applications

EXPERIENCE

Qookit Inc

Remote

Software Development Engineering Intern

Nov 2023 – July 2024

- Engineered cutting-edge React frameworks and libraries to drive front-end development initiatives, ensuring seamless integration of state-of-the-art technologies for exceptional user experiences. Utilized JavaScript and HTML for responsive UI implementation and optimization
- Implemented Flutter's widget-based architecture and decorative UI framework to orchestrate intuitive and immersive user interactions, specializing in cross-platform mobile app development with Dart
- Integrated backend AI algorithms with frontend components, leveraging Python to optimize performance, scalability, and data processing efficiency.
- Crafted Large Language Models (LLM) to develop bespoke algorithms and machine learning models using Python and TensorFlow. These models curated personalized cooking recommendations and recipes, customized to accommodate diverse palates, dietary preferences, and culinary aspirations.

Sunrun – Solar

Denver, Colorado

PV Solar Engineer

Sep 2020 – Present

- Developed and optimized solar PV systems using software tools such as PV*SOL and PVSyst to improve production and cycle time, identifying key areas for enhancements using data-driven approaches.
- Led cross-functional teams, including construction and sales, to drive continuous improvement through collaborative software solutions employing Agile methodologies and Git for version control.
- Utilized AutoCAD and other software tools to create, review, and modify technical drawing sets and supporting documents, ensuring compliance with industry standards and integrating with cloud platforms for enhanced efficiency
- Quickly adopted and advocated for new software tools and processes, enhancing team efficiency with tools such as Git, HTML, and JavaScript

PROJECTS

Scientific Graphing Calculator

Student Project

April 2024 – June 2024

- Developed a Java-based scientific graphing calculator with intuitive UI, equation evaluation, error handling, and advanced graphing capabilities using Swing

Interactive Canvas Animation “Texture Tim”

Personal Project

Nov 2023 – Jan 2024

- Created “Texture Tim,” an interactive canvas animation using JavaScript and TWGL library, featuring real-time control sliders for dynamic visual adjustments.

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, SQL, Node.js, React.js

Tools: Android Studio, IntelliJ, PyCharm, Eclipse, AWS, Jupyter Notebooks, Git, Bootstrap,, Agile