Andrew Fang

Education

University of Connecticut – Storrs, CT
Bachelor of Science, Computer Science, December 2023
Mathematics Minor
GPA: 3.96/4.00
Honors Program, Dean's List

Work Experience

Bank of New York Mellon – *Software Engineer Intern (WMT)* – New York, NY   **Summer 2023**
- Worked on gathering wealth indicator information to develop a product that analyzed multiple economic factors and provided valuable insight on how to optimize marketing efforts to best maximize ROI.
- Developed web scrapping programs, utilizing Beautiful Soup and requests libraries, to extract wealth information from multiple websites and created API calls to utilize them.
- Utilized Jupyter Notebooks for data manipulation and exploratory analysis of wealth indicator information.
- Advanced understanding of generative AI and partook in daily discussions around the research and development of AI and ML financial products.

University of Connecticut – *Teaching Assistant* – Storrs, CT   **2022, 2023**
- Assisted students with assignments, code debugging, algorithm implementation, and data structure development in C for system programming course.

Bentley Systems – *Software Developer Intern* – Thomaston, CT   **Summer 2022**
- Implemented feature requests and contributed to the design and development of a product, emphasizing stability, usability, and maintainability to produce functional software solutions to tackle real-world challenges.
- Participated in agile development processes, including sprint planning, daily stand-ups, and code reviews, promoting effective teamwork and project success.

KenCast – *Software Intern* – Norwalk, CT   **Summer 2020, 2021**
- Engaged in software engineering activities focused on wire and wireless broadcast systems catering to the entertainment and emergency services sectors.
- Actively participated in website development projects and conducted thorough testing of computer equipment, network vulnerabilities, and software components.

Skills

Programming Languages: C, C++, C#, Haskell, Java, Linux, MySQL, Python
CS Classes:
- Artificial Intelligence
- Algorithms and Complexity
- C++ Essentials
- Computer Architecture
- Data Structures
- Functional Programming
- Mobile App Development
- Principles of Databases
- System Programming

Projects

2048 AI
- Applied reinforcement learning techniques to train the AI agent to make optimal moves.

C++ 2 Player Pacman
- Utilized OOP programming principles to design and implement game architecture.

Medical Information System Database
- Developed functionalities for storing and retrieving patient information via a GUI.

UConn Lost and Found Website
- Developed a web application to address the issue of lost and found items on the UConn campus, serving as a senior design project.
- Utilized the Django framework to create the website's layout, incorporating a SQL database to effectively track users and posts. Utilized Bootstrap for user-friendly navigation.