

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

Honors and Awards: Academic Excellence, GE Capital Scholarship, Stamford Rotary Scholarship

Work Experience

Bank of New York Mellon – *Software Developer Intern* – New York, NY **Summer 2023**

- Enhanced the Equity Trading platform used for managing clients' portfolios by implementing new features and improving existing functionalities utilizing Kafka querying tools.

University of Connecticut – *Teaching Assistant* – Storrs, CT **Spring 2022, 2023**

- Conducted regular office hours to offer one-on-one support to students with assignments, including code debugging, algorithm implementation, and data structure development in C.

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

Language: Fluent Mandarin, Limited Spanish

Programming Languages: C, C++, C#, CSS, HTML, Haskell, Java, Linux, MySQL, Python3

CS Classes:

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|-----------------------------|--------------------------|---------------------------|
| • Artificial Intelligence | • Computer Architecture | • Mobile App Development |
| • Algorithms and Complexity | • Data Structures | • Principles of Databases |
| • C++ Essentials | • Functional Programming | • System Programming |

Projects

- 2048 AI
 - Applied reinforcement learning techniques to train the AI agent to make optimal moves.
- C++ 2 Player Pacman
 - Utilized object-oriented programming principles to design and implement game's 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. Enhanced website usability with user-friendly navigation.

Extra

Top 10 Finisher in CSI CyberSEED 2022 & 2023