Andrew Bernhardt - Full Stack Software Engineer

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WORK EXPERIENCE

Terminix Service, Inc.   **August 2023 – Present**
Lead Web Developer/ .NET Developer   *Columbia, SC*
- Full Stack Web Developer for trustterminix.com, maintaining and refactoring the website to strengthen SEO
  - Increased website traffic of each local page by over 45%, year over year for a $160mm company
  - Increased Site Health from 60% to 87% for a website with over 1000 pages
  - Internalized company website onto local DevOps server, saving $100,000+ from consulting fees
  - Develop and maintain backend database tables, **REST API** for frontend, and frontend connections
- Developed internal Revenue and Statistics application using **Razor** pages in C#
- Designed, implemented, and currently maintain company-wide "Scoreboard" **Blazor** application
- Automated several spreadsheet reports in C# using SpreadSheetLight
- Lead communication for 3rd party consultant programming team to assign web responsibilities

Capgemini,   **June 2022 – August 2022**
Software Engineer Intern   *Columbia, SC*
- Led a 6-person team in the development of an internal communication tool between Brokers and Underwriters using **Java** and **JavaScript, CSS**
- SCRUM Master responsibilities included talking to middle management about project requirements and relaying that information to teammates in the form of specific sprint (and backlog) tasks
- Led bi-weekly Sprint Planning, ensuring teammates' responsibility and clarifying deliverables

Softdocs, Inc.   **May 2021 - August 2021**
Software Developer Intern   *(remote) Columbia, SC*
- Worked on the escalation team, debugging and coding fixes for errors reported by clients
- Programmed in the **.NET** Framework, implemented unit tests and behavioral tests.

EDUCATION

University of South Carolina – Honors College   **May 2023**
Bachelor of Science in Computer Science, Minor in Business Administration
- Honors College Graduate, Magna Cum Laude, 3.8/4.0 GPA, Lead Computer Science Tutor
- College Lifegroup leader through Midtown Church, V.P. of Club Esports, Club Director of Overwatch
- USC Club Ultimate Frisbee (A-team), USC Club Spikeball (A-team), 5x Intramural Sports Champion

PROJECTS

CFB Selects (https://cfbselects.com) **- College Football Power Rankings Application (Beta)**   **October 2024**
- Full Stack Web Application that utilizes PostgreSQL, NodeJS Express, and Typescript React
- Group Rankings application to rank your favorite college football teams with your friends!

Fridger (https://github.com/SCCapstone/hackstreetboys)   **May 2022**
- Developed a web application that matches a user's ingredients in their pantry to recipes in our database
- Developed custom REST API (https://api.fridger.recipes) and automated email authentication system
- Java Spring Boot (REST API, backend), Typescript React with Ionic (frontend), GCP (storage)

NASA SC Space Grant - Game Development Project (https://github.com/Andrew-Bernhardt/NASAGrant)
- Led a hands-on workshop to teach high school students to code their own 2D platformer via the Godot Game Engine. Students were challenged to bug fix certain aspects of the game that were tactfully inserted by myself.

LANGUAGES, SKILLS & PASSIONS

- **Languages/Frameworks:** C# (.NET), Java, Python, JavaScript, TypeScript, React, SQL, PostgreSQL, CSS, Java Spring Boot, JUnit, Jest, Ionic, Haskell, Prolog, Postman, C, C++, Android Studio, Kotlin, JQuery
- **Skills:** People Management, Taking Initiative, Building Sustainable Plans, Teaching, Googling, Exhortation, Goal Setting
- **Passions:** Christianity, Half Marathons, Spartan Races, Woodworking, Disc Golf, Ultimate Frisbee, Overwatch