Andrew Bernhardt

WORK EXPERIENCE



Capgemini

June 2022 – August 2022

Software Engineer Intern – SCRUM Master Columbia, SC

- Lead 6-person team in the development of an internal communication tool between Brokers and Underwriters using Java and JavaScript, CSS
- SCRUM Master entailed talking to middle management about project requirements and relaying that information to teammates in the form of specific sprint (and backlog) tasks
- Lead bi-weekly Sprint Planning's, ensuring everyone had tasks and deliverables specified

Softdocs, inc. May 2021 – August 2021



Software Developer Intern

Columbia, SC

- Worked on the escalation team, debugging and coding fixes for errors reported by clients
- Programmed in the .NET Framework, implemented unit test and behavioral tests



Student Success Center – University of South Carolina

Jan 2021 – May 2022

Mentor Peer Tutor Columbia, SC

- Mentored 10 Peer Tutors, training and developing them as tutors and people
- Tutored Computer Science (Java, JavaScript, Python, C++), Math, Physics, Economics

PROJECTS



Fridger (https://github.com/SCCapstone/hackstreetboys)

- Developed a web application that analyzes a user's "Pantry" items and displays meals that the user can make via an algorithm that matches their ingredients to recipes in the Fridger database
- Spearheaded the "Pantry" part of the application and the automated email authentication system
- Java Spring Boot (backend), Typescript React with Ionic (frontend), GCP (storage)



NASA SC Space Grant – Game Development Project

(https://github.com/Andrew-Bernhardt/NASAGrant)

- Created a 2D Platformer using Godot Game Engine for the students to edit and develop during the workshop. They follow along with my presentation to customize their game to be their own.
- Awarded a grant through NASA SC Space Grant Consortium for the 2022-2023 School Year

EDUCATION

University of South Carolina – Honors College May, 2023

Bachelor of Science in Computer Science, Minor in Business Administration

Columbia, SC

- Honors College, Magna Cum Laude, 3.7/4.0
- College Lifegroup leader through Midtown Church, V.P. of Club Esports, Club Director of Overwatch
- Club Ultimate Frisbee (A-team), Club Spikeball (A-team), 5x Intramural Sports Champion

LANGUAGES, SKILLS, & PASSIONS

- Languages/Frameworks: Java, Python, C, C++, JavaScript, TypeScript, SQL, CSS, React, Java Spring Boot, JUnit, Jest, Ionic, Postman
- Skills: People Management, Taking Initiative, Building Sustainable Plans, Teaching, Googling, Exhortation, Goal Setting
- Passions: Christianity, Disc Golf, Ultimate Frisbee, Sports (all of them!), Overwatch, Kayaking