Andrew Dron

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Full stack software engineer seeking a position to learn new technologies and become a better developer. Demonstrated ability to assist in the maintenance of existing projects as well as develop new ones.

SKILLS

Languages: C#/(.Net Core), Java, C++, Rust, Javascript, Typescript, React, NodeJS, Flutter, mySQL, python

Software/IDEs: Visual Studio, VS code, Eclipse

Other: Git, TFS, Gitlab, Docker

EXPERIENCE

Sorenson Communications - Taylorsville UT - *Software Engineer 1*
August 2021 - June 2022
- Desktop developer for video relay service team. Responsible for regular code contributions to project web endpoints using agile process.
- Learned how to maintain legacy codebases, improve code quality, fix reported issues and add features on client request.
- Responsible for maintenance of video relay service app code base written in React hosted using Netlify.
- Assisted with creation of new videophone project (Flutter, JavaScript, Firebase)

Becton Dickinson - Salt Lake City UT - *Software Engineering Intern*
October 2018 - August 2021
- Member of the software team in the Medical Imaging Engineering department. Assisted in the development of new features for, and maintenance of, code bases for ultrasound and needle tracking devices (C#, C++, WPF)
- Responsible for employing test driven methodologies to maintain quality assurance for imaging machines(Unit Testing, Ad-Hoc, Written Protocols).
- Responsibilities at this position were that of a full time software engineer within the last year and a half of employment.

RELEVANT COURSEWORK AND PROJECTS

Learning Outcome Tracker (C# / .NET Core, mySQL)
- Web app used for tracking coursework for professors and department chairs of an educational institution. Supported User Identity, Email authorization, and uploading/downloading files.
- REST API written in C# and .Net Core, front end written in HTML, JavaScript, JQuery and Ajax

Massively Parallel Hardware Simulator (C++, C)
- Assisted in integration of DRAM module into a hardware simulation project for senior capstone course
- Simulator used as a ray-tracing hardware analysis tool by the Utah Hardware Ray Tracing Group
- Gained experience working with a team of my peers on post graduate level project work

Openflow IP Load Balancer (Python)
- Created a mini-net openflow controller using the Ryu framework.
- Balanced incoming requests between any given number of nodes in a round robin manner.

EDUCATION

University Of Utah, Salt Lake City, UT - *B.S Computer Science - 2020*