

Andrew Johnson

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About

Software engineer with a Master of Engineering in computer science. One year of experience in software engineering, software security, web development, and databases. Educated in operating systems, networking, and artificial intelligence.

Professional Experience

Intel Corporation – Hillsboro, OR

Software Application Engineer

June 2024 – November 2024

- Curated Intel version of open-source software repositories for improved security.
- Hardened internal open-source software by embedding C/C++ compiler flags.
- Implemented Python & Bash scripts to compile and execute software on Docker & Podman containers.
- Applied security patches to fix CVEs in software versions released up to 2 years ago.
- Peer-reviewed teammates' work for accuracy, quality, and compliance with guidelines.
- Wrote GitHub workflows for testing software and generating Debian distribution binaries.
- Prepared YML files with annotations for BDPA SBOM generation to alert users of patched software.

The Billiard Shop – Beaverton, OR

Internet Business Manager

September 2023 – June 2024

- Created a PostgreSQL database of inventory, orders, and customer contact information, resulting in a reduction of paper records and an estimated savings of 16 work hours per month.
- Programmed Node.js website to view and edit entries in PostgreSQL database.
- Managed all customer sales, services, and customer satisfaction via email, in person, and phone.
- Created marketing materials including all online listings, photos, advertisements, and other media.
- Generated over \$67,000 in revenue as lead salesman for all online sales.

Notable Projects

Senior Project: Machine Learning & Web Development

September 2021 – June 2022

- Led a team of 4 students to develop a data-cleansing importer for Excel and CSV files.
- Implemented support vector machine learning to categorize transactions for Schedule F tax forms.
- Developed a web page for financial statement uploads using Python Django.

Personal Project: Game Engine

July 2020 – January 2022

- Spearheaded the development of a 3D game engine with 3 colleagues, utilizing C++ and OpenGL.
- Directed development through flowcharts and documentation.
- Ensured cross-platform compatibility by adding compile scripts for both Windows and Linux.

Skills

Software: Docker, PowerShell, Git, Wireshark, Visual Studio, Blender, QEMU

Programming Languages: Python, Bash, C++, JavaScript, Java, Rust

Standards: SQL:2023, HTML5, CSS 3, XML 1.1, OpenGL 3.3, TCP/IP, Universal Binary JSON

Principles: REST, Networking, Data Cleansing, Automated Testing

Operating Systems: Debian Linux, Ubuntu Linux, NixOS, Windows, macOS, Android

Frameworks: Scrum Agile Development, Django, Node.js, PostgreSQL

Education

Oregon State University – Corvallis, OR

Master of Engineering in computer science, 3.55/4.0 GPA

September 2022 – June 2023

Bachelor of Science in computer science, 3.73/4.0 GPA

September 2019 – June 2022

Relevant Courses: Cyber Attacks & Defense, Software Engineering 2, Machine Learning, Web Development, Digital Logic Design, Computer Graphics Shaders, Artificial Intelligence