ANDREW CAMPBELL

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Professional Summary

Motivated Software Developer programmed for success! As a developer I have worked on a variety of projects that include web development, memory sorting, memory allocation, GUI Interfaces, device Interfaces, and others. Currently I am in a management role and a full-time student graduating May 2023 with a drive to succeed in life! I am looking to use my programming and leadership skills to help your company grow and succeed while gaining the knowledge and experience to further my own success!

Programming Languages

Python, C++, C, C#, Java, Kotlin, Arduino, Html, CSS, JavaScript, React, MySql.

Projects

Web Application: WinVoice – React, MongoDB – Repo: GitHub Link
- An application to use for tracking and managing invoices. I am currently working on this in a group. This I our capstone project which allowed us to create this from the ground up with no requirements from the professor. I have been working on pulling data from our DB and rendering it in a table. I also have and am implementing ways to managing the invoices. I had no React experience prior to this project so I am learning as I go.

Web Application: Alexander Lake – JavaScript, Html, CSS – Repo: GitHub Link
- Designed a one-page application which my primary focus was implementing a visitor table. I learned about table rendering, input validation, and updating table using the Model, View, Controller design pattern.

Console Application: Word Search – C++ – Repo: GitHub Link
- Designed an application that takes in a word then searches through a text file to find all words that are made up of the letters of that word. This required me to figure out reading from a separate file, searching each word individually, and checking if it's the same.

Console Application: Fan State Transition – Java – Repo: GitHub Link
- Designed an application that cycles through the different states of a fan. I learned how to use the state transition pattern to implement this efficiently.

GUI Game: Match Game – Java – GitHub Link
- Created a GUI match game that turns over cards looking for a match. I learned about using the design tool in eclipse to create an interactive interface.

Mobile Application: List Manager – Kotlin – GitHub Link
- Created an application that manages a list. I learned how to use a Recycler View to reuse the views when having a long list.

Work History

Night Shift Production Manager   08/2017 Currently Employed
Ferrari Color/Signs.com – Salt Lake City, Utah
- Managed the night shift production staff to make sure work is getting done efficiently.
- Structured the shift according to when and where the work is needed.

- Identified bugs in our internal management system and reported them to the correct individuals to get fixed.
- Trained employees in different processes.
- Implemented any changes that needed to be done.

Education

Bachelor of Science: Software Engineering – ABET Accreditation   Started 01/2021
Utah Valley University – Orem, UT   Expected Graduation:
   May 2023(Currently Enrolled)

Certifications

- **Programmer, Certificate of Completion** – Utah Valley University   Received 12/2021