Andrew Frideres

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Objective

To have the opportunity to continue developing my programming skills, work with different languages, technologies, other hardware, and contribute in a meaningful way to any projects.

Experience

Software Engineer – Cloud Development, Thomson Reuters (Eagen, MN 2021–Current)

Working with both Azure and OCI, worked on the Cost Optimization team to identify, and allocate costs to unoptimized resources stood up within the cloud providers. As part of the teams design philosophy, this was done using the various native serverless options each cloud provider had available.

Software Engineer Intern, Maverick Software Consulting (Minneapolis, MN 2020–2021)

Contracted to the Akkadia team at Thomson Reuters, worked remotely from home and began by writing feature & regression tests, moved on to some AWS Cloud CodeBuild & CodePipeline work, did some development work on the various micro-services, and even got to stand up their performance testing project that ran alongside potential releases.

Technologies

Cloud Providers:	*Databases*:	*Operating Systems*:
Azure, Oracle Cloud Infrastructure	MySQL, SQLite	Windows, Linux
Game Engines/Frameworks: Unity, Unreal Engine 4, Phaser	*Languages*: C#, C++, HTML, CSS, JavaScript, PHP, Java, Swift, Visual Basic, Python	*Certifications*: IT Java Programmer, IT Database Specialist, IT Microsoft .NET Programmer, IT User Support Technician, IT Web Development Specialist
Software: Crystal Reports, Eclipse, MySQL Server, Visual Studio	*Source Control*: GIT	

Projects

Stout Game Design & Development Capstone, Fiskur (Fall 2019–Spring 2020)

Working as lead programmer, coordinated hand-off of art assets to programmers on the team, built up core systems, and aided other programmers in their development tasks to create a 3D action game created within Unity. Also created by scratch and maintained website used to market the game. Link: https://castirongames2020.gitlab.io/

Conferences

Chippewa Valley Code Camp 2016–2019
Twin Cities Code Camp 2016–2019

Education

University of Wisconsin – Stout *Graduated Spring 2021*

Bachelor of Science: Computer Science – *Game Design & Development*

Chippewa Valley Technical College with Honors *Graduated Fall 2017*

Associates in Applied Science: Information Technology – *Software Development*