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| Colfax WI  715-308-7550 | | Andrew T Frideres | Email: andrewfrideres13@gmail.com  E-Portfolio: andrewfrideres13.github.io |
| 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. | | |
| Education | University of Wisconsin–Stout  Bachelor of Science: Computer Science–*Game Design & Development*  GPA: 3.31 *Planned Graduation: Spring 2021*  Chippewa Valley Technical College with Honors  Associates in Applied Science: Information Technology–*SoftwareDevelopment*  GPA: 3.76 Graduated 2017 | | |
| Certifications | * IT User Support Technician * IT Microsoft.Net Programmer * IT Java Programmer * IT Database Specialist * IT Web Development Specialist | | |
| Conferences | * Chippewa Valley Code Camp 2016–2019 * Twin Cities Code Camp 2016–2019 | | |
| Technology | Software: Arduino, Crystal Reports, Eclipse, MySQL Server, PhpMyAdmin, Phaser,  Visual Studio  Game Engines: Unity (2018 Version), Unreal Engine 4 (Version 4)  Operating Systems: Windows XP, Vista, 7, 10, Mac OS X, Ubuntu  Databases: Access, SQLite, MySQL Workbench  Languages: C, C++, C#, Objective C, CSS, Html, Java, JavaScript,  Asp.Net, Php, Swift, Visual Basic | | |
| Projects | CVTC Capstone Project–Multiplayer Pong (Spring 2017)  Goal: Recreate and modernize pong, and add additional functionality to allow for online play  and to display skills gained throughout my time at CVTC in a small group of 4 people.  Role: Tester & Integrator Combined and fixed conflicts in group’s code and presented a  deliverable every week.  Stout GDD 325 Project–LackLuster (Spring 2019)  Goal: Create a playable experience for the Madison Children's Museum that would be enjoyable  by children visiting the museum and by onlookers alike.  Role: Research & Development Goal was to quickly find software to integrate into Phaser and  pass it along to artists so that we could quickly and efficiently create better levels, improve  sound design and make the overall experience better. | | |
| Experience | Papa Murphy’s Sr. Shift Supervisor (Menomonie, WI 2014–2020): Delegating duties to coworkers, training people, helping to manage, communicating the status of, and opening the store. Also serving, interacting with customers, and resolving any conflicts that occur.  Maverick Software Consulting Software Engineering Intern.  (Minneapolis, MN 2020): Contracted out to the Akkadia team at Thomson Reuters (Eagan, MN) I worked remotely from home and began by writing feature & regression tests, moved on to some AWS Cloud CodeBuild & CodePipeline work, and finally ended with some development on features requested directly by the client, and the team had me bounce around these tasks as our goals changed from sprint to sprint. | | |