ANDREW JARMIN

8410 Leucite Ave, Rancho Cucamonga, CA 91730

909-774-9294 | drewjarmin@gmail.com | /in/andrewjarmin/ | github.com/AndrewJ99

EDUCATION

California State University, Los Angeles — Los Angeles, CA

BS, Computer Science — *Aug. 2021 – May 2023*

PROFESSIONAL EXPERIENCE

Fashion Nova — Santa Fe Springs, CA

IT Technician — *Feb. 2021 – Present*

- **Jira Ticketing:** Respond to ticketed incidents using Jira ticketing to troubleshoot inefficiencies in the operations of Fashion Nova Logistics.
- **JQL Filters:** Developed a web application using HTML, JavaScript, and CSS to automate JQL query generation, simplifying issue filtering processes.
- **Sublocation Analysis:** Created an interactive web-based tool using JavaScript for sub-location analysis, transforming raw data into semi-structured JSON data for further analysis.
- **Networking:** Managed and optimized network and server configurations, including print server mapping and IP configuration.
- **MDM:** Configure various Androids and RF devices using MDM systems like SOTI MobiControl, improving device deployment and security compliance.

The Aerospace Corporation — Los Angeles, CA

Data Engineer Intern — *Nov. 2019 – June 2020*

- **Project Collaboration**: Worked with a team of 10 from CSULA and The Aerospace Corporation to develop a proof of concept model for automating data analysis. Utilized container technology and cloud solutions to process and visualize Dilution of Precision (DOP) values from satellite data using Aerospace's SOAP program.
- **Data Cleansing**: Transformed and cleansed raw Two-Line Element (TLE) data into formatted ORB files using Python, improving data readiness for analysis.
- **ETL Automation**: Built Docker containers to house the analysis program and data formatting scripts, automating the ETL process to streamline data handling and processing.

Code Ninjas — Ontario, CA

Lead Coding Instructor — *Sep. 2019 – Dec. 2019*

- **Curriculum Development:** Designed and delivered coding lessons on system design principles, algorithms, and data structures for diverse age groups.
- **Technical Teaching:** Instructed students in JavaScript, SQL, HTML, and C++, and guided them through Unity-based game development, focusing on event-driven programming techniques.
- **Leadership:** Guided students in game development with Unity, focusing on event-driven implementation techniques.
- **Game Development:** Developed multiple 3D games using Unity and JavaScript.

Projects

Personal Portfolio - Created using NPM, CSS, html, and, JavaScript.

Predicting YouTube Likes - Used Python, Pandas, NumPy to predict likes with r-squared 88% accuracy.

YuGiOh CLI API Project - Built backend CLI using JavaScript, Node.js, Express, MongoDB for YuGiOh data.

React Personal Pomodoro - Developed using React, state hooks, and other React technologies.