

Andrew Lester

me@andrewlester.net | andrewlester.net | github.com/AndrewLester | linkedin.com/in/andrew-s-lester

Education

University of Illinois Urbana-Champaign, Champaign, IL.

2021 – 2024

BS in Computer Science, GPA 4.0

Grainger College of Engineering FIRST Scholarship

Courses: Communication Networks, Distributed Systems, Database Systems, System Programming, Algorithms

Experience

Yahoo, Software Engineer Intern.

Jun – Aug 2023

- Modernized, documented, and set up CI/CD on an existing set of internal dashboards tracking on-prem migration to the cloud. On-prem services focus on tools such as Hadoop job runners and HDFS.
- Developed a new dashboard for tracking on-prem CPU usage, storage, and cost trends as cloud migration continues.
- Reduced runtime of the dashboard's data-fetching ETL by 80% through concurrency enhancements.
- Architected support for 6+ individual business units and 20+ projects to determine their migration status.

Viget, JavaScript Developer Intern.

Jun – Aug 2022

- Finalized a startup client's reactivity-oriented web application implemented with RxJS before launch.
- Collaborated cross-functionally on the design and development of a real-time, multiplayer, synchronized web game. Set project goals and communicated weekly with our advisor-client.
- Developed a React and TypeScript based micro frontend in a Rails architected app to provide interactivity for the web game. Created Rails ActionCable bindings for React and React Query.
- Practiced TDD with Vitest and Playwright to ensure the correctness of application code and common user flows.

PowerSchool, Software Engineer Intern.

Jun – Aug 2021

- Implemented new API endpoints in PHP which use a linked-data schema similar to JSON-LD and also include a custom caching solution. Updated OpenAPI specs to reflect API changes.
- Designed the backend for the API's pagination system using opaque tokens to store pagination state.
- Incorporated a client-side cache for a frequently accessed API endpoint using IndexedDB.

Projects

Hack4Impact UIUC

Tech Lead

- ↳ **Open Climate Fix** - Mobile-first web app to give homeowners power over their solar energy. **Jan – Jun 2023**
- ↳ **Kotahi** - Integrated with research DOI registration API and improved UX for key roles. **Sep – Dec 2022**

NTPal, Developer.

May – July 2023

- Implemented a network time protocol (NTP) client/server process from the NTP specification in Go, and deployed several instances across the U.S. using fly.io.
- Crafted terminal UIs to control the NTPal process via IPC over Unix sockets and to quickly find the time offset to any NTP server.

Update Scheduler, Developer.

Jan – Mar 2021

- Designed and published a Flask based site with a Svelte micro frontend that gives Schoology learning management system users a place to author update posts and schedule them for later.
- Added several features to Schoology's own update post editor, such as multiple post destinations and compressed inline images. Used by over 150 teachers and students.

Skills

Proficient: Java, Python, Go, SQL, HTML/CSS/JS, TypeScript, Svelte, React, C/C++

Familiar: MongoDB, Redis, Google Cloud, Ruby, OpenAPI, PHP