

Andrew Lester

alester3@illinois.edu | andrewlester.net | github.com/AndrewLester | linkedin.com/in/andrew-s-lester

Education

University of Illinois Urbana-Champaign, *Champaign County, IL.*

2021 – 2024

BS in Computer Science, GPA 4.0

Grainger College of Engineering FIRST Scholarship

Courses: Algorithms, Databases, Data Structures Honors, Intro to CS I/II Honors, Discrete Math, Linear Algebra

Experience

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.

PSYONIC, *Software Developer Intern.*

Oct 2021 – May 2022

- Redesigned the structure for Bluetooth messages to better integrate them into a React native application as a first class service.
- Communicated with the hand-board development team to ensure compatibility between hand and app features.
- Hardened command transfer success rate by implementing retrying with backoff for failures.
- Designed a CI/CD pipeline to version and deploy the app to testing groups through Firebase and Fastlane.

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

Software Developer

- ↳ **ZubHub** - Implemented new notification system and autocomplete with trigram similarity. **Jan – Jun 2022**
- ↳ **South Side Weekly** - Created database schemas and API routes for storing project team data. **Sep – Dec 2021**

Mustang Mug, *Developer.*

Jun – Aug 2021

- Managed a team of 10+ students to design and implement a Svelte based web application for my high school's "Mustang Mug" cafe.
- Integrated with the school's payment system, MySchoolBucks, to process credit card and student account transactions. Included analytics and tracing for user tracking and application health.

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, HTML/CSS/JS, TypeScript, Svelte, React, C++

Familiar: SQL, MongoDB, Redis, Ruby, OpenAPI, PHP