Andrew Quinonez

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EDUCATION

University at Buffalo, State University of New York
Bachelor of Science, Computer Science
GPA: 3.5
Graduated August 2020

TECHNICAL SKILLS

Languages: Java, C#, Python 3, C++, TypeScript, PHP
Additional: SQL, Git, Spring Boot, Tensorflow, Android, Angular, .NET Core, Linux

WORK EXPERIENCE

TransAmerica, Technology Intern **June - August 2020 (Canceled due to COVID-19)**

- I would have worked with a team to use cloud services and machine learning to solve health insurance related problems for the company.

BlueCross BlueShield, Application Developer Intern **May - August 2019**

- I developed an API in .NET Core that interacted with a relational database and a web app front-end component in Angular. This project was used to help the Claims department look up what claims were currently being processed and also supply live statistics as a way to make sure that batch applications are running smoothly.

PROJECT EXPERIENCE

CoffeeShop webapp (Technologies: Java, Typescript, SpringBoot, Angular, MySQL)
July 2020 - In progress

- I created a web app that allows customers to order items from a “coffee shop” and receive email confirmation. I created this with an Angular frontend, Spring Boot backend with a MySQL database. All of which was deployed on Firebase, Google Cloud Run and Cloud SQL respectively. Still in progress to clean up the frontend but current progress can be viewed here: https://coffeeshop-frontend.web.app/menu

Distributed Hash Table (Technologies: Java, Android) **April 2020 - May 2020**

- I Created a Distributed Hash Table using a Chord design as a class project in my Distributed Systems course. The goal was to replicate a DHT using Android Studio to use Android emulators as nodes that would be capable of inserting and deleting key-value pairs in a ring.

Snake Game (Technologies: C++, SFML library) **January 2018 - January 2018**

- I Created the “Snake game” with C++ using the SFML framework. I completed this over winter ‘18 to learn about C++ and to prepare for my data structures course that uses C++ for assignments.

Solitaire card games (Technologies: Java, Swing library) **September 2018- December 2018**

- I Created a GUI based card game that included three variants of Solitaire. This was a group project where we used the Agile methodology and testing framework, JUnit.

Android Game: “Bounc’d” (Technologies: Java, LibGDX game library) **March 2017 - October 2017**

- I designed and implemented a physics-based game for Android in my free time over the course of a few months. This taught me how to put together a project for the first time.