

# Andrew Quinonez

NY, United States • 914-837-8381 • [afquinon@gmail.com](mailto:afquinon@gmail.com)  
• [andrewq.me](http://andrewq.me) • Github: AndrewQ16

## EDUCATION

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

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## TECHNICAL SKILLS

**Languages:** Java, Python 3, C#, JavaScript, C++, Go

**Additional:** Spring Boot, Node.JS, Express, SQL, Git, Linux, Angular, React, .NET Core

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## WORK EXPERIENCE

**FedEx, Software Engineer** January 2021 - Present

- Replaced a legacy application that was used by all FedEx stations for scheduling trips.
- Helped drivers and station managers stay in contact through a built in messaging component.
- The project was built with Java (Spring Boot), Angular, Oracle SQL and Redis.

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

- Created a webapp dashboard for the claims department to keep track of all claims going through the system.
  - Built a backend system in .NET that grabbed necessary information from multiple SQL Sybase tables to create informative API end-points.
  - Created the frontend in Angular that would make HTTP requests periodically to display the most up to date information.
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## PROJECT EXPERIENCE

**Messenger** November - January 2021

**Node, Express, Mongo, Socket.io, HTML, Vanilla JS**

- Implemented user registration and login process utilizing JSON Web Tokens to store user data.
- Stores user messages to retrieve in MongoDB.
- Users can create and interact in chat rooms.

**CoffeeShop** June - August 2020

**Java, Spring Boot, TypeScript, Angular, MySQL, Docker, GCR**

- Created a coffee shop web application that would allow customers to make orders and *process* them by storing their orders in a MySQL database and emailing a receipt.
- Used Spring Boot to create an API for sending menu information and processing orders.

**Distributed Hash Table (DHT)** April - May 2020

**Java, Android**

- Created a DHT using the Chord-ring algorithm to run on Android emulators.
- Implemented with Java Sockets and using 5 Android emulators for testing.
- This was an assignment for my Distributed Systems course.

**Solitaire** September - December 2018

**Java, Swing library, JUnit**

- Created a GUI based card game that included three variants of Solitaire.

- Utilized Agile methodology.