https://andrewrodman.github.io/

(313) 269-7381
rodman@umich.edu

ANDREW RODMAN

EDUCATION

Dearborn, Michigan　　　　**University of Michigan Dearborn**　　　　**01/2015 – 12/ 2017**
- Bachelor of Science in Computer Science, December 2017
- Major GPA: 3.35, Overall GPA: 3.12

Dearborn, Michigan　　　　**Henry Ford College**　　　　**05/2005 – 05/ 2007; 2014**
- Associate of Applied Science in Computer Information Systems, May 2007
- Overall GPA: 3.47

EMPLOYMENT EXPERIENCE

Software Developer　　　　**Anglin Civil**　　　　**05/2018-Present**
- Designing, coding, testing, and deploying cross platform software applications for internal and commercial use.
- Developing Android, iOS, Windows Internal and external applications using Xamarin.
- Website development and design.
- Publishing mobile apps to Google Play and the App Store.

Company Projects Overview
- **Anglin Civil Employee App** (2018) An internal company mobile app for Android and iOS Devices. This app allows the employees to submit and view time records, upload job photos, view job locations, search for and move company equipment, upload credit card receipts, and open and unlock company doors and gates. Developed using Xamarin, C#, and XAML. Anglin Civil Employee App on Google Play
- **Company Dashboards** (2018) Website dashboards for the office and shop. The office dashboard displays information such as credit card spending and employee hours. The shop dashboard contains repair ticket information. Developed using HTML, CSS, JavaScript, SQL, and .NET.
- **DTWSnow** (2018) Website and mobile app for snow removal at Detroit Metro Airport. The mobile app was for tracking employee hours, clocking in and out, and other important information. The website was for administration and displaying tracking information for each operator. Developed using Xamarin, C#, XAML, .Net, and SQL. DTWSnow.com

ACADEMIC EXPERIENCE

Course Projects Overview
- **U3d-DSS** (2017) Senior Design Team Project. A landscape Decision Support System using Unity 3D. A user can load an external landscape file from a 3D modeling program and walk around the environment. The user can also modify the environment and see the ecological impact all in real time. C#, Unity.
- **Job Priority System** (2017) Software Engineering II course team project. Created a simulation for a hypothetical situation where a business owner wanted to find the most efficient way to provide service to their customers using certain priorities. C++, Visual Studio.
- **Orbital Delivery Service** (2016) Game Design and Implementation Team Project. A 2D video game made in Unity 3D. The user controls a rocket that they must land. C#, Unity.
- **Java Connect 4** (2016) Java course project. A 2 player connect four video game made in Java. Uses a Server and client. 2 players each load a client that connects to a server. Java, NetBeans.

Languages and Technologies

- **Most Experienced With:** C#, Java, C++, C, SQL, .NET;
- **Some Experience With:** Xamarin, HTML, CSS, JavaScript, JSON, Visual Basic, Perl, Python;
- **Software Applications:** Visual Studio, Unity, NetBeans, Eclipse, Visio, Android Studio;