ANDREW RODMAN

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EDUCATION

Dearborn, Michigan   **University of Michigan Dearborn**   **01/2015 – 12/ 2017**

- B.S. in Computer Science, December 2017. Major GPA: 3.35; Overall GPA: 3.12
- Undergraduate Coursework: Java Programming; Software Engineering; Operating Systems; Artificial Intelligence; Programming Languages; Computer Organization and Assembly Language; Data Structures and Algorithm Analysis; Computer Networks and Distributed Processing; Database Management Systems; Compiler Design; Game Design and Implementation; Discrete Structures;

Dearborn, Michigan   **Henry Ford Community College**   **05/2005 – 05/ 2007; 2014**

- A.A.S. in Computer Information Systems, May 2007. Overall GPA: 3.47
- Relevant Coursework: C Programming; Systems Analysis and Design; Programming with Visual Basic; SQL Database Development; Windows Server Administration; Unix Shell Scripting;

EMPLOYMENT

Environmental Maintenance Worker   **The Edison Institute**   **08/2009-01/2016**

- Worked in a team orientated environment where I performed some leadership roles.
- My primary duties ranged from building maintenance to animal rescue.
- Other responsibilities included irrigation installation and removal, sod and tree installation and removal, snow removal, and monitoring wildlife.

TECHNICAL EXPERIENCE

Course Projects

- **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 using a first-person view. The user can also modify the environment and see the ecological impact all in real time. C#, Unity3D.
- **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#, Unity3D.
- **Java Final Program** (2016) Java course final program. 3 programs total, a server, client, and servlet. The client program connects to the server program, then server receives the parameters and sends it to the servlet program. Servlet uses a repository to search a database. The result is a list of books by the author of the searched author name or book title sent html to a webpage. Java, SQL.
- **Java Connect 4** (2016) Java course project. A 2 player connect 4 video game made in Java. Uses a Server and client. 2 players each load a client that connects to a server. Java.
- **Java Hangman** (2016) Java course project. A Hangman game made in Java. The user enters a word at the start and another user must guess the word before getting hangman. Java.

Languages and Technologies

- **Most Experienced With:** Java; C++; C#; C;
- **Some Experience With:** SQL; Perl; Python; Lisp; HTML; CSS; JavaScript;
- **Software Applications:** Visual Studio; Unity 3D; Visio; NetBeans; Eclipse; Android Studio
- **Certifications:** CompTIA A+ Certification