https://andrewrodman.github.io/

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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
- 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**

- Associate in Applied Science 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 EXPERIENCE

Computer Science Tutor	**Brainfuse**	**03/2018-Present**

- Tutoring Java/ C++ programming languages and SQL to students online through Brainfuse's whiteboard application.
- Guiding and walking students through the process of debugging programs.
- Helping answer student's questions on various Computer Science topics.

ACADEMIC 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. The user can also modify the environment and see the ecological impact all in real time. C#, Unity3D.
- **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.
- **Movie Rental Database** (2017) Database Management Systems course team project. Created a relational database like one that a movie rental company would use. The database keeps track of the all the store's information, inventory, and information for each movie. MySQL.
- **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 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:** Java, C#, C++, C, SQL;
- **Some Experience With:** Perl, PHP, HTML, CSS, JavaScript;
- **Software Applications:** Visual Studio, Unity 3D, NetBeans, Eclipse, Visio, Android Studio;
- **Certifications:** CompTIA A+ Certification