Andrew Torr

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Professional Experience

Eleven Fifty Academy

Curriculum Manager

- Built new C#/.NET curriculum to introduce Blazor
- Combined React/JS and C#/.NET courses to produce Coding Foundations focuses on complete web apps using C#/.NET back end and either a Blazor or React front end
- Built new JS curriculum focused on manipulating the document model to bridge the gap between basic JS and React
- Built curriculum infrastructure, including scheduling, rubrics, roles, definitions, etc.
- Cross-trained other instructors in C#/.NET, JS, and SQL

Senior Instructor

- Taught Software Development (C#/.NET) courses over 130 students across 6 classes
- Built new C#/.NET curriculum to update the course from Framework to .NET 6
- Introduced new curriculum to cover the basics of SQL and Agile
- Worked on side projects in C#/.NET, including Azure Functions, Blazor, and ML.NET

Instructor

- Taught Software Development (C#/.NET) courses over 100 students across 5 courses
- Lectured, led code reviews, graded assignments, and answered student questions
- Moved to remote teaching in March 2020, started using Zoom to teach class
- Managed classes with Canvas
- Used Slack for class management and company-wide communication

Turnitin

Software Engineer

- Worked on front end for MOSS code similarity using React and Sass
- Built cross-platform migration function using AWS Lambda in Java
- Worked on Gradescope code similarity front end using Ruby on Rails and Sass
- Used Agile, submitted pull requests for code review, went to scrum meetings

VeriCite

Software Engineer

- Taught myself React and TypeScript
- Built the entire VeriCite front end, twice
- Studied the details of web accessibility extensively, passed AAA for WCAG 2

Mar 2021 - Jan 2022

Jan 2022 - Sep 2022

Jan 2020 - Mar 2021

Feb 2018 - Jan 2020

Aug 2016 - Feb 2018

Eleven Fifty Consulting

Apprentice Coder

Aug 2015 - Aug 2016

- Worked on projects I was assigned some in-house, some via commercial contracts.
 These varied in scope, purpose, and code stack. Apprentices worked with professionals to skill up using real-world projects.
- Developed a small commercial project (a survey website) using PHP and SQL
- Developed another PHP/SQL site for reserving a table at an expo with email confirmation using WordPress
- Worked on the Android (Java) version of an experimental social media platform. Created
 an image editing view that could crop, zoom, draw, add text to, and filter images. The
 project as a whole saw a lot of progress but was never published.

The Orchard School

Teacher

Sep 2014 - Jun 2015

- Taught 5th and 7th Technology classes
- Assisted with 6th and 8th Math and Science classes
- Coached LEGO Robotics team, the team earned a trophy for most creative solutions (for practice, they also built a small robotic vehicle using LEGO Mindstorms that could be driven by my pet rat - 5th graders did this, in one afternoon!)
- Created curriculum for the new Technology course, using Code.org, MIT's Scratch, Sphero, and more

Education

Eleven Fifty Academy

Jun 2015 - Aug 2015

Java/Android Immersion

- Learned the basics of OOP, mobile development, and Agile
- Learned the basics of the Java language
- Learned about Android application structure, lifecycle management/methods, permissions, and features (camera, file storage, http, etc)
- Learned basic git commands

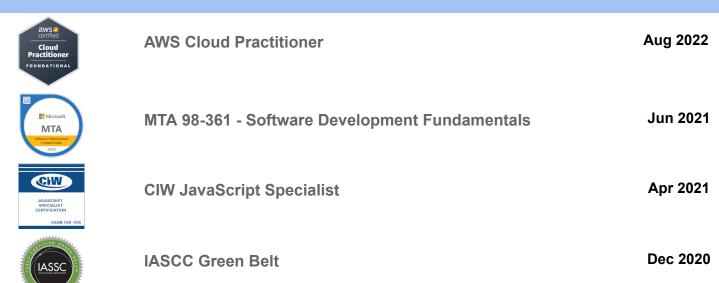
Indiana University (at IUPUI)

Aug 2008 - May 2011

Physics (Bachelor's)

- Minored in Mathematics
- Made the Dean's List twice senior year
- Straight A's in physics classes junior and senior years
- Conducted physical experiments, wrote lab reports
- Took electives focusing heavily on Linear Algebra and Computer Science
- Senior thesis discussed a method for detecting primordial black holes using gamma ray telescopy

Certifications



Personal Projects

Unity

Bubble Siege

- A complete Virtual Reality game using the SteamVR Input library
- Uses original 3D modeled assets I made using Blender 3D
- Uses custom 2D texture assets I made using GIMP 2.0
- Uses Perlin noise to generate terrains, populate forests, and determine terrain texture
- Uses A* algorithm to determine pathing for "enemies" (bubbles with medieval armaments)
- Awaiting review for the Steam store

React-Native

GeoPad

- Uses an ExpressJS API hosted on Google Firebase for the back-end
- Makes extensive use of the Google Maps API, placing custom geometry and features
- Fully internationalized can change the language with the click of a button, strings/string formats all stored in separate json files by language
- Uses some custom react-native components, like a pop-out menu button (tap on a round "+" button, and it explodes into N evenly spaced buttons that move outward radially from the center, between two given angles)

Skills/Technologies

- C#/.NET
- HTML/CSS
- Java/Android
- JavaScript, TypeScript
- SQL
- React

- Visual Studio
- Unity
- Blender
- Docker
- Azure
- AWS

- 3D Modeling
- Sound Editing
- Music Synthesis