Andrzej Dawiec

Computer Science Major | University of Washington Bothell

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TECHNICAL SKILLS

Programming Languages: C++ · Java · Python · Objective-C · JavaScript

Applied Skills: Machine Learning · Software Engineering · Data Science · Management · Leadership · Technical Writing · Algorithms · Probability · Statistics

EDUCATION

University of Washington Bothell   *Bothell, Washington*

Bachelor of Science in Computer Science and Software Engineering   *Sep. 2019 – Mar. 2024*

GPA: 3.78/4.0 · Annual Deans list

Coursework: Computer Programming · Statistics · Cybersecurity · Technical Writing · Data Structures · Mathematics · Database Systems · Intro to Data Studies · Software Engineering · Hardware & Operating Systems · Data Processing

SOFTWARE & DESIGN PROJECTS

Total Body Athletics Gym Application, Databases   *Sep. – Dec. 2023*

- Successfully created using HTML, Python, MySQL, and AWS database to store information with a team of 3.
- Easy to use tool for managing gym operations through customer and employee experiences.
- Effectively collaborated and implemented gym structures and data creation through AI.

Hunt the Wumpus, Fundamentals of Computing   *June 2022*

- Programmed a text-based adventure game where a player moves between 20 rooms and hunts the Wumpus.
- Using C++, each room has three exits to other rooms in which bats, caves or pits exist.
- Implemented advanced data structures to perform room-to-room interactions with multiple objects in each room.

Raspberry Pi NAS Server, Cloud Computing   *November 2022*

- Based on Raspbian/Linux software.
- Allows for quick upload and access of files to the cloud.
- Effectively caters for Minecraft server hosting along with Python/Java/C++ servers respectfully.

SOFTWARE DEVELOPMENT EXPERIENCE

Software Developer and Founder, 90 Degree Studios   *Redmond, Washington*

- Founded 90 Degree Studios in January 2020.   *January 2020-Present*
- First app, "MessageBoard 21" trended #211 on Mac AppStore under "Lifestyle" category.
- Gained essential experience in marketing and professional software development for Mac/iPhone/iPad/AppleTV

Undergraduate Research Assistant, Intelligent Networks Laboratory   *Bothell, Washington*

- Collaborated on the Graphitti project as part of the Intelligent Networks Laboratory,   *June 2023-Aug. 2023*
  specializing in graph-based high-performance simulations for neuroscience and emergency
  communications system applications at University of Washington.
- Engaged with key stakeholders to gain comprehensive insights into desired use cases and strategically applied design decisions.
- Aided the development and rigorous testing of an innovative student onboarding guide, effectively showcasing the full spectrum of Graphitti's capabilities. This initiative resulted in a significant reduction in onboarding time for new team members.
- Successfully implemented team-specific organizational methodologies utilizing GitFlow, leading to heightened version control, enhanced team collaboration, and more streamlined project management.
- Enhanced build efficiency by 86% under CPU and GPU-intensive scenarios for extended durations, reducing build time from 3 minutes to 25 seconds.
- Delivered clear and up-to-date documentation for the system, utilizing the industry-standard PlantUML to ensure comprehensive and accessible system documentation.

ADDITIONAL SKILLS

- Bilingual (English + Polish)
- Solution-Oriented + Fast Learner