

ANDREW PRINCE

Education

University of Virginia, Charlottesville, VA

Expected May 2026

B.A COMPUTER SCIENCE

Relevant Coursework: Algorithms and Data Structures, Software Development, Computer Systems and Organization, Discrete Math and Theory, Calculus based Physics, Calculus II, Object Oriented Programming, and Social Psychology

3.81 GPA, Deans List Award Fall 23', Fall 22', Spring 23'

Experience

Jewish Community Center, Salt Lake City, UT, HEAD LIFEGUARD

May 2022 - August 2023

- Responsible for auditing, managing and training fellow coworkers
- Orchestrated daily task of each worker and made sure all initiatives were up to JCC standards and protocol

Mettel, Salt Lake City, UT, I.T Intern

January 2022 - February 2022

- As an IT intern, efficiently reset software on 100 computers and set up new desktop stations with company hardware. Also, contributed to server maintenance tasks, gaining valuable insights into IT operations.

Academic Projects

Personal Portfolio Website

March 2024

- Crafted a dynamic and responsive personal website leveraging the power of Python Django, JavaScript, HTML, and CSS. Engineered for scalability and optimal performance, the project is live and accessible at the domain "andrewprince.co", hosted on DigitalOcean's robust platform.

AI TicTacToe with GUI

May 2023

- Developed an intuitive graphical user interface (GUI) for Tic-Tac-Toe using JavaX.Swing, elevating user interaction and enjoyment. Implemented a simple model to predict the computer's best move, optimizing gameplay strategy without sacrificing user experience.

Activities

Virginia Rowing Association, Charlottesville, VA, Rowing Team Member

August 2023 - Present

- Dedicated to approximately 20 hours per week to rigorous training sessions with the UVA Rowing team, commencing at 6 AM every Monday through Friday

Association of Computing Machinery, Charlottesville, VA, Member

August 2023 - Present

- Academic Computer Science Club @ UVA

Unity 3D Engine, Salt Lake City, UT, C# Hobbyist

April 2017 - January 2023

- Developed 2D and 3D games utilizing Unity Engine via C# scripting

Boy Scouts of America, Salt Lake City, UT, Eagle Scout

August 2018 - February 2021

- As an Eagle Scout, involvement in various volunteer initiatives provided invaluable leadership, teamwork, and problem-solving skills. Spearheading the crowdfunding campaign for Other Side Academy honed my project management abilities, communication skills, and community engagement, fostering a sense of responsibility and commitment to social impact.

Skills

- Git, Java, Python, C++, x86 Assembly, Functional Programming (Lean4 Programming Language)
- Currently Learning: SQL and C