Andy Plank

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Education

MASTER OF SCIENCE IN COMPUTER SCIENCE

- Purdue University – 2021 to 2022
- GPA: 3.97/4.0

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

- Purdue University – 2017 to 2020
- GPA: 3.96/4.0
- Graduated with Highest Distinction

Technical Skills

LANGUAGES

- JavaScript, TypeScript, Java, Python, Kusto

FRAMEWORKS

- React, Bootstrap, Tailwind, Electron

PLATFORMS

- Azure, Linux, AWS, Github Actions, MongoDB, Heroku

TOOLS

- Perf, Flame Graph, FIO, ETW

Experience

MICROSOFT | SOFTWARE ENGINEER II **AUGUST 2022 – PRESENT**

- Researched under-performing areas of Azure server using tools like ETW and flame graphs.
- Proved the use of a different memory allocator would reduce CPU usage by 57% for local storage workloads.
- Identified and fixed a bottleneck in local storage workloads that increased throughput by 68%.
- Placed 3rd of 34 teams in a company sponsored Hack the Box security event.

PURDUE UNIVERSTY | HEAD GRADUATE TEACHING ASSISTANT **JANUARY 2021 – MAY 2022**

- Recipient of the 2022 "Graduate Teaching Assistant of the Year" award from the ACM student chapter.
- Lectured 200 students on computer architecture during the professor's absence.
- Taught two lab sections of 24 students every week on course concepts such as ARM assembly and building circuits.
- Coordinated all graduate teaching assistants on course issues like covid related absences and grading.

EPIC SYSTEMS | SOFTWARE ENGINEERING INTERN **MAY 2020 – JULY 2020**

- Proposed a new method of growth chart graphing to allow physicians to easily identify abnormalities in babies.
- Conducted a feature usability study including national and international customers.
- Refactored a graphing module using C# and React to reduce cyclomatic complexity by 88%.

PURDUE UNIVERSITY | RESIDENT ASSISTANT **AUGUST 2019 – DECEMBER 2020**

- Promoted an inclusive community on the floor by planning and hosting weekly events for 49 residents.
- Mediated conflicts between roommates to solve issues residents had with one another.
- Interviewed potential resident assistant candidates for the following school year.

QUICKEN LOANS | SOFTWARE ENGINEERING INTERN **MAY 2019 – JULY 2019**

- Designed a web application with Angular to manage and track the intake of new tech ideas at Quicken Loans.
- Setup application hosting with infrastructure on AWS, including S3s, Lambdas, and API Gateways.

Projects

PLAYHONEYPOT.COM

- Developed an online party game where players answer questions and guess who said what using Typescript, React, Nodejs and WebSocket.

LEAGUE OF LEGENDS MUSIC PLAYER

- Built a desktop app with Electron to play Spotify music based on current League of Legends game statistics.

Volunteer Work

MENTORS FOR ASPIRING GIRLS IN COMPUTING | MENTOR **AUGUST 2018 – MAY 2020**

- Volunteered 20 hours a semester at local middle schools to increase interest in computing among young women.
- Taught computing concepts using breadboards, Minecraft, web design, and Lego Mindstorm.