

# ANDY KOTZ

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## EDUCATION

**Dartmouth College** – Hanover, NH

**June 2024**

*Bachelor of Arts in Computer Science*

**GPA: 3.62/4.0**

*Courses:* Data Structures and Algorithms, Discrete Math, Software Development and Implementation, Foundations of Applied CS, Physical Computing, Machine Learning

**Dartmouth College** – Hanover, NH

**June 2024**

*Bachelor of Engineering*

**GPA: 3.65/4.0**

*Courses:* Introduction to Environmental Engineering, Sustainable Urban Systems, Intro to Engineering, Science of Materials, Introduction to Thermodynamics

**SAT:** 1570

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## WORK EXPERIENCE

**Digital Arts Leadership and Innovation (DALI) Lab** – *Senior Developer and Mentor* **January 2021 - Present**

- Worked with Agile teams to deliver deployable products to clients, 17+ hours per week while taking classes
- Developed AR and VR applications in Unity and Oculus, React-Native apps for iOS and Android, and Full-Stack web.
- Took lead on design work and applied my design philosophy based on UX, tactility, and accessibility
- Served as head mentor for 3 teams specializing in VR development and design
- Selected as first member of the class of 2024 for this competitive position, and first to be promoted to mentor

**New Hampshire Academy of Science** – *Lab Assistant and Mentor*

**June 2017 - August 2019**

- Conducted research on detection of genetically modified products in organic foods, and was selected to present research at American Junior Academy of Science convention
  - Mentored projects that focused on machine learning approaches to enhance biological studies on model organisms.
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## PROJECT EXPERIENCE

**FitWit** – *React Native - Dali Lab*

**June 2022 - Present**

- Community-based fitness app for iOS and Android which incentivizes users to exercise with a food-based recipe format

**Sexual Violence Prevention Project (SVPP) Website** – *React - Dali Lab*

**July 2022 - August 2022**

- Stepped in on a behind-schedule revamp of Dartmouth's SVPP training to be used by 1,767 first-years in Fall 2022

**Veridium** – *Unity, Oculus - Dali Lab*

**September 2021 - June 2022**

- VR University Chemistry education made for a global group of professors, tested by Dartmouth and FU Berlin students

**Anivision** – *Unity, Oculus - Dali Lab*

**March 2021 - June 2021**

- VR experience for visualizing unique animal perceptual traits, such as tarsiers, pit vipers, and honey bees

**Sign Language Space Adventure** – *Unity, Oculus - Dali Lab*

**January 2021 - March 2021**

- VR Sign Language education for use by hearing people. I developed the tactile interface and deployed to AppLab

**In Our Midst** – *Unreal Engine 5 - Personal*

**November 2020 - December 2020**

- Built an exact-scale full-featured 3D version of the popular video game Among Us, including input and networking
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## AWARDS & HONORS

**American Junior Academy of Science Fellow** – *San Jose, CA*

**February 2016**

- Inducted as fellow at American Junior Academy of Science Conference in San Jose for outstanding junior research
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## LANGUAGES

**English** – *Native Speaker*

**German** – *Conversational, 4 years*

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## SKILLS & INTERESTS

**Skills:** C#, Unity, Oculus, Unreal Engine 5, Bash, C, C++, Python, Git, HTML, CSS, Javascript, React JS, Redux JS, React Native, Java, Rails, Mongo DB, Algorithm design, Physical Computing, and System Architecture.

**Interests:** Entrepreneurship, Magic: The Gathering, Sustainable Engineering, Computer-Aided Design, Urban Design.