ANDREW SCHNIEDER
FRONT-END/FULL STACK WEB DEVELOPER

Summary

I love the internet! Being able to build sites and apps that people enjoy using, and find valuable has been a dream come true. I primarily focus on clean, simple application interface, as well as full stack development. My varied work history has allowed me to proudly bring team building skills, organizational knowledge, and management experience to projects I've had the opportunity to be a part of .

Employment

Andytown Coffee Roasters
San Francisco
Porter
Nov 2013 to Oct 2014

Andytown Coffee Roasters began construction in the fall of 2013. I assisted the owners with the remodeling, and later became their first employee. I continued to work there for the year and supported the establishment in multiple roles.

Telltale Games
Format Quality Assurance Tester
Mar 2013 to Sep 2013

Telltale Games is an award winning game studio in San Rafael, CA. As a tester, my duty was to process outbound submissions to Playstation and correct any discrepancies with Playstation's formatting standards.

Sony Playstation
Format Quality Assurance Tester
Mar 2012 to Mar 2013

Sony Playstation has strict standards for any video game title that is submitted for use on the Playstation consoles. The duties of a Format QA Tester were to test submitted titles for failures to comply with Sony's submission standards.

The Base Studio
Rotoscope Artist
Feb 2011 to Nov 2011

The Base Studio is a Visual Effects studio in Foster City, CA. During my employment there, I digitally rotoscoped 2Dimensional movie frames to be used for 3Dimensional movie display. Films I have worked on include Captain America The First Avenger, Hansel and Gretel Witch Hunters, Tornado Alley, Harry Potter and the Deathly Hallows Part 7, and other smaller projects.

Delta Airlines
Cincinnati, Northern Kentucky International Airport
Customer Service Supervisor
May 2000 to May 2007

My job duties as a supervisor included taxiing aircraft, guiding aircraft into and out of gates, supervision of 20+ employees per shift, refueling aircraft, handling passenger complaints, maintaining communication between departments, and supervision of aircraft loading.

Projects

Trading Faces
Trading Faces is a playful, functional game that utilizes a facial recognition api to compare players⁹ faces. Built with Ruby on Rails api, Javascript, Ruby, Handlebars, and Bootstrap.
I was part of a team that developed this app, and we presented it for our final project at Dev Bootcamp.

PoupTube
PoupTube is a video web application that only finds videos on youtube with less than 400 views. Built using Sinatra, Ruby, jQuery, and AJAX.

Contact

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Education

Dev Bootcamp
Dev Bootcamp is a short-term, immersive program that turns aspiring beginners into full stack web developers. Graduates are capable of using Ruby, Javascript, HTML, CSS, SQL (SQLite and PostgreSQL), Ruby on Rails, Sinatra, ActiveRecord, jQuery, AJAX, and RSpec.

Academy of Art University
Video Game Design - 2009 to 2011

University of Cincinati
BS Biology 2003
Majored in Biology and Pre-Veterinary Medicine

Skills

WEB DEVELOPMENT
Ruby
Javascript
HTML/CSS
jQuery
AJAX
SQL
ActiveRecord
Sinatra
Git
Ruby on Rails
Handlebars
Bootstrap
RSpec

INTERPERSONAL/ORGANIZATIONAL
Team Building
Time Management
Employee Management
Customer Service
Organizational Techniques