

Andrew Taing

✉ ataing1883@gmail.com | ☎ (480) 390 - 2108 | 🌐 andrewtaing.com | ❤️ linkedin.com/in/andrewtaing1883/

EDUCATION

Arizona State University | Barrett, The Honors College

Tempe, Arizona

Bachelor of Science, Major in Computer Science

Aug 2019 – May 2023

- **Cumulative GPA:** 4.00/4.00
- **Awards and Honors:** New American Presidential Scholarship; Dean's List 4/4 semesters
- **Relevant Coursework:** Object-Oriented Programming, Data Structures and Algorithms, Software Engineering, Principles of Programming Languages, Cybersecurity, Probability and Statistics, Intro to AI, Operating Systems, Theoretical Computer Science

SKILLS

- **Languages:** Python, JavaScript, Java, C, C++
- **Frameworks:** Node.js, Git, Angular, React, Android, LibGDX, SCSS, AWS, Google Cloud, Typescript
- **Organizational:** Agile, Scrum, Jira, Miro, Figma

EXPERIENCE

MyMoji.co

Chandler, Arizona

Full Stack Web Developer

Mar 2021 – Present

- Independently designed and developed an existing commercial website from scratch using NodeJS and EJS
- Reduced website load time from 5 seconds to 1 by utilizing AWS DynamoDB, AWS S3, and AWS Elastic Beanstalk
- Decreased cart abandonment by 70% and increased conversion rates by 30% by implementing a Stripe checkout page

Citrix Systems

Boston, Massachusetts

Software Engineer Intern

May 2021 – Aug 2021

- Implemented the login page and other features on a new customer-facing UI using Angular, TypeScript, and SCSS
- Increased web accessibility by leveraging new colors and contrasts, adjusting button sizes, implementing new keyboard shortcuts, reorganizing page layouts, and improving page navigation
- Reduced login page load time from 4 seconds to 1 second by optimizing the authentication pipeline
- Upgraded entire codebase to Angular 12, resulting in improved TypeScript linting and 70% fewer deprecated libraries

PROJECTS

Ice Slide by TaingerStudios (Available in the Google Play Store)

Chandler, Arizona

Founder / Game Developer

May 2020 – Feb 2021

- Independently designed, developed, and published an Android maze puzzle game using the LibGDX (Java, C/C++) game engine
- Implemented a NoSQL database and user accounts with Google Cloud Firestore, Authentication, and Crashlytics
- Collected user feedback and performed A/B testing to create game assets and improve user experience with a team of two artists
- Implemented a Gacha system, and ad-free options to drive revenue after conducting market analysis of in-game monetization strategies

Columbia Hacks Project (1st place / 147 teams)

Manhattan, New York

Hackathon Team Lead

Oct 2020

- Led the buildout of a Web application that calls an R statistical model to predict a woman's chance of getting breast cancer
- Spearheaded frontend using React and implemented Domino Data Labs framework for homebuilt API on the backend