Andrew Borders

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Education

University of Michigan	Ann Arbor, MI
College of Engineering, BSE of Computer Science	August 2020 - May 2024
GPA: 3.80 Dean's List	
 Relevant Courses: Operating Systems, Web Systems, Computer Security, 	
Computer Architecture, GPU Programming, Video Game Development	
College of Engineering, MSE of Computer Science	August 2024 - May 2025
Areas of focus: Computer Architecture and Parallel Computing Experience	
Co-Founder and Full-Stack Developer	May 2024 - Present
 Designed and built a dynamic frontend using Next.js, React, and SCSS 	
 Collaborated on a backend api integrating stable diffusion, text-to-speech, and 	
large language models for real-time avatar interaction.	
WayWiser	Austin, TX
Backend Software Development Internship	May 2023 - May 2024
 Created an SMS-integrated AI assistant using OpenAI's API 	
 Encoded conversations and user data in a vector database, increasing the Al 	
assistant's context size by allowing it to query relevant info through the database	9
Projects	
Verilog RISC-V Multiprocessor	
Group Project	Aug 2024 - Dec 2024
 Wrote a RV32+M multiprocessor with R10k architecture, N-way superscalar 	
execution, GSHARE branch prediction, OoO loads, and I-cache prefetching	
WebGPU Renderer	
Independent Project	Aug 2024 - Sep 2024
Wrote a real-time blinn-phong renderer in Web-GPU, the successor to WebGL	Aug 2024 - Sep 2024
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Programming Languages: C++ | GLSL | CUDA | Python | Go | Javascript | SQL | HTML | CSS API's & Technologies: OpenAl | Al(Vector) Databases | MongoDB | Vulcan | Twilio | Redis | Azure Cloud Software: Blender | FL Studio | Radiant Black