

## ANDREW L SMITH

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Online Portfolio: <http://www.prism.gatech.edu/~asmith379/portfolio/>

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### OBJECTIVE

- I am seeking an internship in the field of computer science.

### SKILLS

- **Working Knowledge** – Comfortable working with Java (including Android development), C, C#, Python, GML, LC-3 and LC-2200 assembly languages.
- **Basic Knowledge** – Exposure to HTML, CSS, Javascript, SQL/MySQL, and VHDL

### EDUCATION

#### **Georgia Institute of Technology, Atlanta, GA**

8/2013 – present

- B.S. Computer Science, Expected Graduation: 12/2016.
- Current GPA: **3.93**

#### **Parkway West High School, Ballwin, MO**

8/2009 – 5/2013

- Graduated with honors: 5/2013.
- National Merit Finalist.

### WORK EXPERIENCE

#### **IT Intern, The Home Depot, Atlanta, GA**      5/2015 – 8/2015 (Full time) : 8/2015 – present (Part time)

- Prototyped various proof-of-concept applications at The Home Depot's Technology Center with other interns. Explored the feasibility of using various cutting-edge hardware and software solutions to improve the efficiency of in-store associates and enhance the experience of customers. Had to learn brand new technologies and develop proof-of-concept applications demonstrating their capabilities in a short time-frame.

#### **Umpire, Kirkwood Athletic Association, Kirkwood, MO**

5/2010 – 5/2015

- Officiated little-league baseball games of children ages 8-14. Enforced the rules and communicated them to the players, coaches, and fans. Often had to make decisions in unexpected circumstances and ensure that both players and parents behaved appropriately at all times.

### PERSONAL PROJECTS

#### **CSub Subtitle Player**

- A Java program written using Swing that reads in .srt subtitle files and plays them back in real time. The program attempts to always stay on top, even if a video is in full-screen mode. Perfect for adding subtitles to videos if your video player doesn't have a built-in subtitle feature.

#### **Various 2D Game Prototypes**

- Games have always been one of my favorite things to program. Although I don't have all the skills necessary to create a game in its entirety (art, sound design, etc.), I have programmed many simple game engines for fun, using both Game Maker and the Monogame C# framework.

#### **Personal Portfolio Website**

- A portfolio website that I created to organize some of the projects that I have done, as well as practice my HTML/CSS skills. The personal projects mentioned above, as well as some of my classwork can be seen on the site, whose URL is at the top of my résumé.