

Andrew Cramer

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Summary

- Ability to perform under tight deadlines, collaborate as a team player, communicate effectively to both the client and fellow developer, fast learner,
- Able to understand, approach, tackle, and provide a solution to complex computer problems.

Education

University of Maine

B.S. Computer Science

GPA: 3.3

Orono, ME

Honors: Dean's

List

Relevant Courses: Spatial Database Systems, Artificial Intelligence, Machine Learning, Automata Computability and Languages, Software Engineering, Advanced Data Structures & Algorithms

Experience

NBT Solutions - Startup, Digital Mapping Technology and Consulting

Portland, ME

Software Engineering Intern (HTML/CSS, JavaScript, AJAX, SQL)

Summer 2017

- Developed in a Full-Stack position with an agile development workflow using a variety of open source tools and languages.
- Responsible for creating a web-based application designed to assist small ISPs in visualizing their personal fiber map.
- The application pulled the fiber map through custom built web-based APIs and overlaid onto a Spatial Map, currently in use.

DIDiT Labs - Startup, Social Experiences Discovery Platform

New York, NY

Software Engineering Intern (HTML/CSS, AJAX)

Summer 2015

- Developed a custom-built chrome extension, utilizing web-based APIs to pull content from thousands of restaurants, bars, and businesses by locations; The program synthesized and processed the content, then populated to the company mobile app.
- Part of the development team and was responsible for front end changes of mobile apps relating to style and functionality.

Course Projects

Natural Disaster Application

Orono, ME

Computer Science Capstone I, II (HTML-CSS, JavaScript, SQL)

Spring 2018

- Built a web-based application to assist first responders in locating, tracking, and recovering survivors in natural disaster areas.
- Utilizing Leaflet, a open-source tool, to generate a Static Spatial Map for both user and first responder interaction.
- Stored text, images, and location posts from survivors for emergency service teams to visualize survivor feed information and assess disaster environment.

Community Rewards Web Applet

Orono, ME

Software Engineering (Django, HTML/CSS, JavaScript)

Spring 2017

- Developed web applet for Bangor Savings Bank to enable loyal customers to direct \$2MM annually to local charities and organizations.
- Selected as team Project Manager, implemented Scrum methodology, responsible for leading weekly meetings, delegating design and coding tasks, and delivering final presentation.

Campus Trip Optimizer

Orono, ME

Data Structures & Algorithms (Java)

Spring 2016

- Developed an application to calculate fastest commuter routes within University of Maine and Greater Orono Area, utilizing the Floyd Warshall algorithm.
- Sourced geographic and location data through Google Maps API.

Technical Skills

- Proficient Languages: *HTML/CSS(Bootstrap), JavaScript (AJAX, Node, Leaflet, ASP.NET), Java, Python, SQL, C/C++, Git*
- Methodologies Developed In: *Scrum, Agile, Waterfall, Spiral*

Interests

- University of Maine Ultimate Frisbee Captain, University of Maine Golf Team, Cyber Security Club, Avid Skier