

Andrew Cramer

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EDUCATION

University of Maine

B.S. Computer Science
Major GPA: 3.3

Honors: Dean's List (Senior Year)
Senior Year GPA: 3.6

Orono, ME
Class of 2018

Sample Courses: Spatial Database Systems, Artificial Intelligence, Astronomy, Automata Computability and Languages, Computer Ethics and Society

EXPERIENCE

NBT Solutions

Digital Mapping Technology and Consulting Services
Software Engineering Intern

Portland, ME
Summer 2017

- Responsible for developing VETRO fiber mapping mini-viewer using Leaflet and GIS service tools.
- Mini-viewer improved client efficiency by allowing service technicians to visualize fiber maps, splice diagrams, and cable layouts while operating in the field.

DIDiT Labs

Social Experiences Discovery Platform
Software Engineering Intern

New York, NY
Summer 2015

- Collaborated with engineering team on front end coding of chrome extension. Extension captured and stored formatted text and image content from websites of local restaurants, bars, concert venues, and other consumer categories to DIDiT database.
- Uncovered bugs and communicated necessary solutions to relevant developer through project management tools.

COURSE PROJECTS

Natural Disaster Application

Computer Science Capstone I, II (HTML-CSS, Leaflet)

Orono, ME
Spring 2018

- Built web based application to assist first responders in locating and recovering survivors in natural disaster areas.
- Collects text and image posts from survivors and generates spatial map for emergency service teams to visualize survivor concentrations and assess disaster environment.

Community Matters More Rewards Web Applet

Software Engineering (Django,HTML-CSS)

Orono, ME
Spring 2017

- Developed web applet for Bangor Savings Bank to enable loyal customers to direct rewards dollars to local charities and organizations.
- Selected as team Project Manager, responsible for leading weekly meetings, delegating design and coding tasks, and delivering final presentation.

Campus Trip Optimizer

Data Structures & Algorithms (Java)

Orono, ME
Spring 2016

- Developed application to calculate fastest commuter routes within University of Maine and Greater Orono linked to campus shuttle and local bus schedules.
- Sourced geographic and location data through Google Maps API.

Technical Skills

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|--------------|------------|-----------------|-----------------|
| ■ SQL | ■ Python | ■ Ruby | ■ Leaflet |
| ■ MAMP | ■ C | ■ Ruby on Rails | ■ OpenStreetMap |
| ■ Java | ■ C++ | ■ LaTeX | ■ Processing |
| ■ Javascript | ■ Assembla | ■ Excel | ■ Sketchbook |
| ■ Django | ■ HTML CSS | ■ Github | |

Interests

- University of Maine Golf Team, Avid Skier, Tennis Instructor, Baseball, Ultimate Frisbee Club