

ANDREW COLGIN

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EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA

September 2016 to May 2021

Khoury College of Computer Sciences

Bachelor of Science in Computer Science

Honors: Dean's List 2018, 2020 | Northeastern Achievement Award

WORK EXPERIENCE

Schonfeld Strategic Advisors, New York, NY

Software Engineer

July 2021 to Present

- Developed micro-frontend architecture actively used by over thirty internal teams.
- Created database-backed services in GO for auth, UI modules, and user state.
- Built TypeScript React libraries for layout, grids, and forms.
- Assisted recruiting through interviews, creating assessments, and attending events.

Software Engineering Co-op

January 2020 to January 2021

- Architected, built, and deployed quantitative finance monitoring software.
- Engineered new micro-services to support interfacing with Kafka for real-time events.
- Created tooling to support strategy management and devops processes.

InsightSquared, Boston, MA

Software Engineering Co-op

January 2019 to July 2019

- Developed and released React web application products as part of a full-stack team.
- Implemented the Redux state framework in existing web applications.
- Created and maintained a custom library of React components for use across all products.
- Altered Django and Python backend architecture to support new frontends.

Fluid-Screen Inc., Boston, MA

Software Engineering Co-op

January 2018 to July 2018

- Lead design and creation of product software front-end.
- Built and tested Python library for dynamic laboratory hardware interfacing.
- Implemented and supported self-contained applications for specialized laboratory tasks.
- Researched and improved existing computer vision algorithms.

PROJECTS

Tank Tactics, Sub Strategies, Cutthroat Companies - Creator

July 2021 to Present

- Series of live web-based multiplayer video games built in Node/Javascript.
- Leverages websockets to ensure live connections and updates for players.
- Backed by MongoDB database and scaling infrastructure for uptime and consistency.

Video Game Skill Predictor - Creator

August 2017 to July 2019

- Designed Python scripts to collect raw player data from game server API.
- Tuned machine learning models to predict player skill with high precision.

COMPUTER KNOWLEDGE

Languages and Frameworks: JavaScript | TypeScript | React | Python | Java | GO | R | SQL

References Available Upon Request