

Andrew Dutson

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Salt Lake City, Utah



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<https://github.com/DutsAndrew>



SKILLS

JavaScript, Typescript, React, HTML, CSS, Webpack, Babel, Git, Command Line, Jest, Firebase, Styled Components

Team Collaboration and Communication

Technical Support

Project Management

Audio and Video Engineering

Google Suite, Adobe apps, and Office 365

Curriculum and Instructional Design

EDUCATION

THE ODIN PROJECT

Fullstack JavaScript
November 2021 - Current

MASTERS OF SCIENCE

Curriculum and Instruction
Western Governors University
May - Sep. 2021 | 4.0 GPA

BACHELOR'S DEGREE

Science & Math Education w/
STEM Endorsement
University of Utah
2017 - 2020 | 3.97 GPA

PROJECTS

- [Social Media App](#)
 - **Tools:** React, TypeScript, Firebase, CSS, Git, Styled Components, data sorting, responsive pages, and heavy user interaction
- [Where's Waldo \(Photo Tagging App\)](#)
 - **Tools:** React, TypeScript, Firebase, CSS, and Git.
- [Shopping Cart](#)
 - **Tools:** Steam Store API, React, JavaScript, CSS, and Git
- [Knights Travails](#)
 - **Tools:** Data Structures - Binary Search Tree, Merge Sort, and Backtracking algorithms, JavaScript, CSS, Git

EXPERIENCE

Science, Math, and Computer Science Teacher

Granite School District | SLC, Utah | January 2018 - January 2022

- Led 5 years of courses in Computer Science and Math/Science with a 90% pass rate
- Monitored, maintained, and handled issues with 150 computers daily
- Collaborated with department team to build 1000+ learning materials
- Presented at 4 different conferences on best-practice strategies for STEM teaching

Curriculum Developer

Granite School District | SLC, Utah | January 2017 - 2020

- Trained new teachers on educational software and other tech five times a year
- Facilitated the development of the entire 6th grade Science Curriculum for Granite School District
- Redesigned 500+ products with our department, which optimized student test performance by 43%
- Collaborated with other Educators to produce content that grew average student participation to 95%

Podcast Producer Audio Engineer

Freelance-Podcasting | Jan. 2014 - Sept. 2019

- Produced 3 podcasts, all of which average 4.9/5 stars on Apple Podcasts
- Analyzed listener data to adjust show production, resulting in a 70% increase in revenue, and a 150% increase in average downloads
- Engineered show music, sound effects, and audio tracks for 300+ episodes, two of those podcasts received nominations for best sound in podcasting
- Managed social media handles and increased interactions by 60%

INTERESTS

- **Personal** - Roasting Coffee, Espresso, All things coffee (I'm a big coffee snob), Video Games (Nintendo Switch, Xbox), Watching good TV Shows with my Wife, Running, Working Out, Rock Climbing, Mountain Biking, Fishing, Camping, All cats (especially my two rescue cats), Reading good books.
- **Tech stuff** - Software Development, Machine Learning, Learning New Programming Tools and Languages, Building Robots, APIs, Web Development, Back-End/Front-End Development, managing data, Cloud deployment and use, Networking, and all things involving computers.