

// NED ANDERSON //

Atlanta, GA

Senior seeking to grow and contribute as a software developer

SKILLS

- Procedural and object-oriented programming (Java, C#, C++, JavaScript, PHP, Python)
- Content creation (music; 2D and 3D graphics e.g. Unity, Illustrator, AutoCAD)

EDUCATION

B.S., Computer Science | Georgia State University

Expected Dec. 2020 | Atlanta, GA

- GPA 3.63, CSC 1000-4000 (with 3.90 average), Multivariate Calculus, Modern Physics

ACHIEVEMENTS

- Developed an HTML5 Music Sampling App in the 2015 Converse Hackathon to win 4th place
- Earned 1st place as a team of 4 in 2016 Georgia State Hackathon with a STEM-promoting app
- Created a Virtual Reality game with 3 others in the company-wide 2018 Raytheon hackathon
 - Team awards: 3rd place finish and best presentation
 - Individual award: most dedicated, from the Vice President of Engineering
 - 2nd employee in company history to win 3 awards from the annual hackathon

TECHNICAL EXPERIENCE

Intel: Platform Engineering Group | Portland, OR

Handles the chip company's entire product portfolio from design to manufacturing

Scaled Agile Team Member

May 2019 – Aug. 2019

- As part of a 15-person team, enhanced the validation app used by the entire division
- Devised and developed a versatile database-agnostic app for estimating the division's staffing needs
- The app replaced massive, convoluted spreadsheets and improved computation speed over 20-fold

Raytheon: Missile Systems | Tucson, AZ

World's premier missile maker; developer and integrator of defense systems employing over 63,000

Agile-Scrum Team Member

May 2018 – Aug. 2018

Jun. 2017 – Oct. 2017

- Architected several JavaScript-based reports and automation scripts
- Authored and integrated a custom network stack driver for collecting missile telemetry
- Developed and validated C++ code for missile autopilot subroutines on an ARM FPGA board
- Dramatically refactored a Matlab-based test automation framework to be over 4.5 times faster
- Updated continuous integration tools and processes, accelerating overall project velocity by over 20%

Personal Projects

Complex, self-managed software initiatives for developing a proficiency in multiple platforms

Software Developer

Jan. 2010 – Present

- Constructed a 4-tiered, 30-level VBScript-PowerPoint-based game at age 13
- Designed and developed a JavaScript-and-XML-based media player through the Windows Media SDK
- Crafted an Azure C# .Net application to interpret, analyze and optimize both XML and JavaScript code
- Created a website without libraries from the ground up using a custom-made, 3D animation engine that incorporated multivariate calculus and physics with object-oriented JavaScript
- Built a Python tool to interpolate lens data and drive camera focus based on external sensor distance

FIRST® Robotics Team, Del Norte High School | San Diego, CA

60-member student organization competing in the area of robotic design and construction

Software Division Lead

Nov. 2012 – May 2014

- Programmed and debugged the robot's Kinect integration, motor control, and autonomous mode
- Assessed development; overcame member shortage with a strategic system of cooperative competition

QUALITIES

agile | insightful | driven | collaborative