Andrew Dillon

Software Developer

Ballwin, Missouri ⋈ andrew.dillon.j@gmail.com http://andrewjdillon.com github.com/Hopding linkedin.com/in/andrew-dillon-64b539119/

Education

2016-2020 **B.S. in Computer Science**, *Minor in Mathematics*, THE UNIVERSITY OF MISSOURI - ST. LOUIS, St. Louis, Missouri.

2014-2016 MARQUETTE HIGH SCHOOL St. Louis, Missouri

2012-2014 AURORA HIGH SCHOOL Aurora, Nebraska

Experience

December Software Engineer Intern, MARYVILLE TECHNOLOGIES, Maryville Centre 2016-Present Dr., St. Louis.

- Developed web app to organize team's skills & tools:
 - backend is built using Go, Cassandra, Docker, and AWS EC2 & S3.
 - frontend is built using React JS framework.
- Building web app, Codesplain, to help programming instructors and students:
 - frontend is built with ReactJS framework.
 - serverless backend is built with AWS API Gateway, S3, & Lambdas.
 - uses a set of language parsers that run in the client browser.
 - Codesplain is being actively used by LaunchCode.

December Missouri.

June 2016- Software Tester, TAPESTRY SOLUTIONS, INC., Maryland Heights,

- 2016 Employed variety of testing methods to test extensive software functionality.
 - Designed and improved step-by-step procedures for thorough testing of software.
 - Wrote bug/problem reports for software defects.
 - Utilized problem solving skills to troubleshoot issues within software.
 - Developed guides and instructions for usage of software.

Technical Skills

Proficient With

languages Java, Go, JavaScript, HTML, CSS, JSON, Bash

technologies Vim, Git, React, Node.js, LATEX, Ubuntu Linux, OSX, Windows

Have Experience With

languages C, C++, Clojure, Python, SQL, CQL, YAML, PHP

technologies CircleCl, Webpack, AWS S3 & EC2 & Lambda, Docker, Emacs, Intellij IDEA, Eclipse, Cassandra, MySQL, SSH, Android development, NuPIC & HTM.java

Projects

- Active contributor to AI software developed by Numenta, Inc.
- Experimented with classification of EMG signals by machine learning code.
- Worked on team and built app to help the homeless at GlobalHack 2016.
- Developed Minecraft scripting tool to encourage novices' interest in coding.
- Writing software for personal robotics projects.