

Andrew Dillon

(402) 631-7966

andrew.dillon.j@gmail.com

andrewjdillon.com

github.com/Hopding

andrewjdillon.medium.com

linkedin.com/in/andrewjdillon

ABOUT ME

I'm a passionate engineer, an open source maintainer, a writer, and a leader. I enjoy solving hard problems and building high quality products that people love to use. I'm a cheerful team player and strive to bring out the best in others.

SKILLS

Leadership, Teamwork, Writing, Communication, Teaching, Agile, Mentoring, Learning, Listening

TECHNOLOGIES

React, React Native, Node.js, Spring Boot, TypeScript, JavaScript, Java, Kotlin, Go, Python, Jupyter, Docker, AWS, Kubernetes, OpenShift, SQL

EDUCATION

University of Missouri - Saint Louis, St. Louis, MO (2016 - 2020)
Master of Computer Science

PERSONAL PROJECTS

pdf-lib - Widely used library for manipulating PDF documents in any JavaScript environment. 2500 GitHub stars and 100,000 weekly NPM downloads.

jsv9000.app - Interactive web app that visualizes and explains JavaScript's Event Loop. Used by instructors and coding schools to help developers learn how async JavaScript works.

chip - CLI tool that speeds up development by simplifying management of microservices and infrastructure in local environments. Actively used by multiple teams at UniGroup.

WORK EXPERIENCE

UniGroup, St. Louis — Senior Software Engineer

NOVEMBER 2019 - PRESENT

- Tech lead and full stack software engineer using primarily React, Spring Boot, and PostgreSQL in an agile environment.
- Led a team that developed a new billing system for our van line's leads and updated the distribution algorithm for assigning leads to our agents, increasing business for 500+ agents in our network and adding over \$3,000,000 to our company's revenue.
- Led a development team creating a system to automate and streamline the scheduling of events with customers by connecting to our agent's calendars, thereby reducing wait time from 2+ days to <12 hours for 100,000+ customers annually leading to increased revenue.
- Designed and built a system for our network's agents to configure geographic service areas with a subsystem for lead distribution that improved CX for thousands of customers and eliminated over \$2,000,000 in annual expenses by increasing the efficiency and effectiveness of our transportation network.
- Formed and led a cross-team group of frontend engineers and UI designers that built a library of reusable React components that improved the stability of our applications and increased the velocity of over 70% of our development teams by reducing waste and allowing code reuse.

UniGroup, St. Louis — Software Engineer

MARCH 2018 - NOVEMBER 2019

- Full stack software engineer using primarily React, React Native, Spring Boot, RabbitMQ, and PostgreSQL in an agile environment.
- Designed and built a web app and backend system to pilot a new customer experience and pricing model. We completed this project in a mere 8 weeks. Several features of this pilot program were made permanent and increased our customer conversion rate, translating to over \$500,000 of additional revenue.
- Designed and built an iOS & Android mobile app and backend systems that improved the speed & efficiency of 1000+ packers and allowed them to perform electronic inventories in low-connectivity areas, freeing up \$750,000 that was previously spent on an error-prone 3rd party app.
- Independently developed a system to produce business metrics and statistics for our electronic inventory app that gave our team vital information about our app's effectiveness and problem areas, allowing us to proactively identify and address production issues.

Maryville Technologies, St. Louis — Software Engineering Intern

DECEMBER 2016 - MARCH 2018

- Full stack software engineer using primarily React Native, Spring Boot, Golang, and PostgreSQL in an agile environment.
- Designed and built an iOS & Android mobile app and backend systems to allow 2500+ van operators to track and service loads, even in low-connectivity areas, forming a key piece of infrastructure for \$100,000,000+ of business.