Jonah Andrews

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Skills

Programming Languages Used: Python, Java, C++, C#, Kotlin, HTML/CSS

Linux

Automated code compilation with bash scripts

Unity

Worked with a team to develop 2D and 3D games

Android Studio

Designed and developed apps using Kotlin

Blender + Maya

Modeled, animated, and textured 3D objects

Experience

USC Tutoring Services – Peer Tutor   Aug. 2022 – Present

-Instructed students in computer science, physics, and calculus courses.   Columbia, SC

United States Air Force – Computer Scientist (Civilian Intern)   June 2023 – July 2023

-Utilized ***secret clearance*** to develop a GUI for testing F-16 radar systems.   Macon, GA

USC Residence Hall Association – Executive Board Member   Aug. 2022 – May. 2023

-Led the university's official advocacy committee to solve campus-wide problems.   Columbia, SC

Projects

Snapchat Filter Developer – Lens Creator   Sept. 2021 – Present

-Modeled, programed, and marketed Snapchat filters that have   Columbia, SC

amassed over ***25.28 million*** views with over ***20.74 million*** unique uses.

Android App – Developer (Full Stack)   Aug. 2024 – Present

-Worked with a team to develop our app "Budgeteer" which enables   Columbia, SC

users to receive updated monthly budgets based on photos of their receipts.

Education

University of South Carolina   (GPA: 3.946)   Columbia, SC

Bachelor of Science in Computer Science (w/ Media Arts Minor)   May 2025

Coursework

-Calculus I, II, and III	-Linear Algebra	-UNIX/Linux Fundamentals	-Algorithmic Design I and II
-Cyber Security	-Game Design	-Operating Systems	-Scuba Diving