Andrew Thiessen

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Full-stack software developer with a passion for design and functionality. Brings strong skills in communication and teamwork that assist software companies thriving in the competitive world of tech. I excel in team-oriented environments and help bring fresh, new ideas. I draw my inspiration for design from the Rocky Mountains of Colorado!

TECHNICAL SKILLS

ActiveRecord, HTML/CSS, JavaScript, React.js, Ruby, Rails (with MySQL and Postgresql), SQL, Jquery, Photoshop, Java

TECHNICAL PROJECTS

EleMatch-GitHub | Demo

A match-3 puzzle game made entirely in JavaScript

- Applies an algorithm to determine tile color matches and calculate what tiles will be dropped from the top
- Built on top of Phaser, a game engine made for JavaScript, which allows for streamlined user experience
- Utilizes local storage to store the username and high score on your machine to receive immediate feedback

Send The Climb - GitHub FE | Demo

A purely front-end app made to find your next climb

- Adopts REI's MountainProject API to fetch local/relevant climbs with latitude and longitude
- Employs Google Maps API for Google Maps integration in order to provide fluidity of user experience
- Applies query parameters in order to narrow your search results to find the most relevant climbs

StratiCast - GitHub FE | GitHub BE | Demo

A weather app that can access weather information from nearly anywhere in the world

- Built on React.js to make a front-end which allows for a pleasing user experience
- Demonstrates use of JWT and BCrypt gems to create working token-based auth
- Implements OpenWeather API in order to get the most up-to-date information possible

EXPERIENCES

Sprouts Farmers Market, Wheatridge, Colorado - Crew Member (May 2017 - July 2019)

- Assisted management with ordering of stock and the organization of our inventory
- Maintained pristine appearances and conditions throughout store to provide the best customer experience

Super Tools and Armor Mod for Minecraft - Link

Made for fun in 2013, I learned Java in 7th grade and put it to use with this project

- Built a fully functioning mod in less than 2 months using Java, a language that was self taught, which was featured on the front page of PlanetMinecraft, a popular Minecraft resource site.
- Created and customized item art (pixel art) with Photoshop that meshes with the classic Minecraft style for an
 organic user experience
- Established project workflow, starting with whiteboarding mod functionality and visual design

EDUCATION

Flatiron School - Denver, Colorado, Software Engineering Immersive, August 2019 - December 2019