

Andrew Rauh

Software Engineer at Apple

Summary

I enjoy programming because it allows me to be purely creative and turn ideas into actual products. In particular, I am interested in software engineering/architecture on mobile.

Specialties: iOS development (objective-c), UI/UX, app design, python, etc

Experience

Software Engineer at Apple

February 2015 - Present

I build software for iOS. Focus on Photo/Video Applications.

Freelance Software Engineer

January 2010 - May 2015 (5 years 5 months)

Worked on various projects during college.

Software Engineering Intern at Apple

May 2013 - August 2014 (1 year 4 months)

Worked on iOS project involving photo/video.

UI work/Software Architecture

Software Engineering Intern at Path

May 2012 - August 2012 (4 months)

iOS Software Engineering Intern at Path

I will be working on the mobile application this summer in San Francisco.

iOS Software Engineer at Detroit Labs

June 2011 - June 2012 (1 year 1 month)

I work with Henry Balanon developing iOS applications.

Also, I do some small rails projects.

Instructional Assistant at Wayne State University

July 2010 - August 2010 (2 months)

I helped teach basic concepts of programming to students aged 14-18. We focused on creating simple games.

Additionally, I also introduced the students to the basic concepts of iOS development.

Education

University of Michigan

Bachelor of Science (BS), Computer Science Engineering, 2011 - 2015

Activities and Societies: MPowered Entrepreneurship, Msuite (mobile application development.)

Divine Child High School

2007 - 2011

Activities and Societies: Founded an iPhone Developers Club

Honors and Awards

Third Place Grand Award Winner, Chemistry

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[Contact Andrew on LinkedIn](#)