

Andy Nguyen

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Experience	Software Developer (Remote / Milwaukee, WI): Liberty Mutual 2019 - 2020 Created and deployed to production, AWS serverless infrastructure to do intelligent data extraction and duplicate detection on tens of thousands of documents per day, allowing one customer to save thousands of work hours per year. Built new applications at a global scale, enabling disaster recovery and high availability by building multi-region active-active systems.
	TechStart Technology Associate (Indianapolis, IN): Liberty Mutual 2018 - 2019 Developed an event driven ecosystem for automatic OCR on stored images. Built with AWS Lambda, SNS, and S3. Spring Boot, Docker on AWS ECS Fargate for vendor product. Coded tools for underwriters for Ironshore integration. Demonstrated leadership by choosing technologies to maximize business value. Stepped in to tackle application design, and out to make an effective team environment, providing guidance as needed. Resulted in agile solution delivery. Used React, Node, Microsoft Graph API, and Denodo.
	TechStart Intern (Dover, NH): Liberty Mutual 2017 Implemented microservices to track cloud usage and cost across organizations. Developed with Spring, MySQL, Cloud Foundry, New Relic, and AWS.
	TDP Intern (Wausau, WI): Liberty Mutual 2016 Designed a platform for employees to ideate on hackathon projects. Used Angular.
Projects	Mixed Reality - Hololens 2 Developer: 2020 Made real life holograms. Used Unity + MRTK with Git and LFS.
	Open Source: 2019 - 2020 Published several Java libraries on Maven Central, used by coworkers. Made example projects, such as full stack projects with Python and JavaScript, Docker, and Cucumber. Created app to make mock CSV data using Faker API with custom hook, and more.
	MadHacks Organizer and Engineer Team Lead: 2015 - 2018 Sponsored by Capital One, Liberty Mutual, Microsoft, Google, and others to raise over \$50,000. Organized two ~300 participant, and three ~100 participant, hackathons. Built website with HTML, CSS, Bootstrap, and JavaScript.
	Internet of Things, Automatic Home Watering Solution: 2016 Collaborated with a team of five and Fiskars to prototype a portable smart watering device for home owners using a Raspberry Pi. Demoed at IOT expo.
	Video game Server Owner: 2012 - 2013 Maintained a 24/7 server for 50-100 active users. Used PayPal Developer API and PHP to create payment service. Programmed plugins in Java and Bukkit API, resulted in over 20,000 downloads and Curse, Inc. interview.
Skills	Languages: Java (Spring), JavaScript (React + Node.JS), C#, Python, C Databases: MongoDB, MySQL, PostgreSQL Testing: BDD using Cucumber with Enzyme, TDD using JUnit with Mockito Technologies: AWS, Hololens 2, Data Virtualization, OAuth2 and OIDC DevOps: Git, Docker, Maven, Flyway, Cloud Foundry, Atlassian (Bamboo, Jira, etc.) Software Engineering: Agile, Scrum, Kanban, Threat Modeling
Education	Bachelor of Science, Computer Science: University of Wisconsin Graduated 2018 Certificate/Minor, Mathematics: University of Wisconsin