# Andrew Lim

**US citizen authorized to work for any employer**

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## EDUCATION

**University of South Carolina | Columbia, SC**                                        January 2024 - May 2026

*Bachelor of Science in Computer Science/ Minor in Data Science*                        *Cumulative GPA: 3.5*

- Earned Hours: 94
- Classified as a Senior by credits, currently in my Junior year

## SKILLS & TECHNICAL TOOLS

**Languages:** Java, JavaScript, C++, Python,

**Technologies:** Git, UNIX, VS Code, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, SQL (Moderate), Scrum, unit testing, design patterns, UML

## PROJECTS

**Trombone Learning App**
- Collaborated with a team to design and develop *Trombonafide*, an interactive educational app that teaches trombone techniques through structured lessons and gamified activities.
- Built modular MVC-based JavaFX architecture, managing dynamic scene transitions, user data persistence, and lesson completion tracking.
- Integrated real-time user progress updates, custom CSS styling, and multimedia elements (backgrounds, audio) to enhance user experience.
- Contributed to backend integration for tracking user points, lesson completions, and profile management, ensuring a smooth and rewarding platform.

**Portfolio Website**
- Developed a personal website showcasing professional background, skills, project portfolio, and contact information.
- Utilized HTML to build a fully functional website and applied CSS to enhance its visual appeal for an engaging user experience.
- A creative approach to web design complements strong proficiency in HTML and CSS.

## EXPERIENCE

**IT /Software Support Engineer intern | C.A. Short Company| Shelby, NC**          *June 2024 - August 2024*
- Acquired hands-on experience across various IT departments during an internship at C.A. Short Company.
- Utilized tools such as SQL, Visual Studio, Jira, and the C.A. Short website to support IT operations.
- Collaborated with software developers to resolve tickets, focusing on code troubleshooting and optimization.
- Actively participated in team meetings, gaining practical knowledge of agile methodologies and sprint cycles.
- Observed and supported software engineers in debugging processes and program development during the company's transition to a new interface.

**Control Room/ Field Camera Operator| Gamecock Live Production | Columbia, SC**          *August 2024 - Spring 2025*
- Operate in the control room, handling replay and graphics for live sports broadcasts.
- Collaborate within a high-paced team environment, making split-second decisions on camera angles and clip speeds.
- Capture live footage on the field or in the stadium, with strong situational awareness for optimal filming moments.

## RELEVANT COURSES

**Current:** Programming Language Structures, Artificial Intelligence, Vector Calculus, and Visualization Tools

**Previous:** Algorithmic Design I & II, Computer Concepts, Calculus I & II, Intro Into Statistical Reasoning, Unix/Linux Fundamentals, Advanced Programming Techniques, Discrete Structures, Digital Logic Design, Computing In The Modern World, Online Public Communications, Applied Linear Algebra, Business Writing, Data Structures & Algorithms, Computer Architecture, and Software Engineering