ANDY MAHONEY

Computer Scientist

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♀ Louisville, KY

EXPERIENCE

Intermediate App Developer **UPS**

Ctober 2022 - Present

Q Louisville, KY

 Worked in the modernization group, building new apps from the ground up on .NET 6, using new Rest APIs and Blazor

App Developer I

UPS

March 2022 - October 2022
 Louisville, KY

- Updated legacy C, C++, and .NET Framework apps using .NET 6
- Added new features such as Azure login support and implementing No SQL databases to older applications
- Migrated apps from windows server 2016 to Open Shift Container Platform 4

Software Engineering Intern **UPS**

- Performed security patches on ASP.NET web apps including moving apps from .NET Framework to .NET 6
- Used SonarQube to detect and resolve bugs, security flaws, and code smells of ASP.NET web apps and worked on automation and test pipelines with Jenkins and ZAP
- Learned and Implemented in daily work life the principles of DevOps and Agile development
- Wrote a new database library to be used for C# web apps that use large data sets for critical operations

Lab Director of the Clarkson Open Source Institute

Clarkson University

- Managed the research lab, including finances, resources, and resolved conflicts
- Taught Workshops on Fortran 77, Fortran 18, and popular Esolangs
- Made a webserver for personal website (www.fortrash.com)
- Gave several Lightning Talks (5 minute CS presentations)
- Performed required meeting tasks, took meeting minutes, counting votes, etc.

Undergraduate Researcher

Clarkson University

September 2017 - August 2020

- Worked with Dr. Banavar to detect stress in user voices with home voice assistants, using technologies like AWS Lambda, C++, Python, and Matlab
- Worked with Dr. Banavar to create a software control scheme for turtle bots, using data gathered from an EEG headset

EDUCATION

Bachelor of Science, Computer Science

Clarkson University

August 2017 - May 2021

PROJECTS

Personal Website

• Setup an Nginx webserver to create a personal website using Astro.js

Dungeon-Redux

- A rogue like survival game written in C#
- Written with the Monogame library for graphics
- Distributed from personal website; currently in Alpha

Discord Bots

- Made markov chain based text generator bots in Go
- Made several bots in Discord.js
- Made a bot able to scrape the web for images and play audio in voice chat
- Made two discord bots in Discord.NET capable of using slash commands to interact with a MongoDB database hosted on Atlas

Manga Tracker Web App

- A web app made in ASP.NET Blazor on .NET 6
- Supports OAuth with Google and local DB login options
- Users can store and keep track of their manga collection with a MongoDB database
- Currently running on an Ubuntu server and publicly available on www.sixtrash.com

SKILLS

- Programming languages:
 - C#, C++, Go, Python, Javascript, Rust, Fortran 77, Fortran 18, Java, Matlab, HTML and CSS, C, SQL, LaTex, N1QL
- Tools
 - Unreal Engine 4, Unity, Monogame, AWS, Alexa Skills, Google Actions, SSH, nginx, git, ROS, Jenkins, Red Hat Openshift, OWASP ZAP, SonarQube, MongoDB, ASP.NET, Couchbase DB, Visual Studio 2022
- Foreign Languages:
 - French (intermediary)
 - Japanese (Basic/Novice)