

Andrew Mahoney

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EDUCATION

Clarkson University, Potsdam, NY

May 2021

Bachelor of Science, **Computer Science**

Bachelor of Science, **Computer Engineering**

Bachelor of Science, **Math**

Queensbury High School, Queensbury, NY

June 2017

RELEVANT EXPERIENCE

Co-Founder and Treasurer, Robotics Club, Queensbury High School

2014 – 2017

- As a 4 person co-founder group, researched robotics clubs, and decided to pursue Vex Robotics
- Presented proposal to school administrators, granted funding to start the club
- Managed a budget of \$5,000, and fundraised to gain additional funds
- Successfully grew the club from 4 members to 39 members in a 3 year span
- Started the first Queensbury Robotics Tournament, which brought teams from all over NY state
- Performed Engineering and Programming functions including developing autonomous programs, along with designing and building robots to compete

Game Design Independent Project, Self Directed

2015 - 2017

- Collaborated with a group of 7 to design and build a video game.
- Created a website to represent our small studio
- Programmed physics engine, menu, combat system, NPCs, dialog, quest manager, drop rates, world building.
- Worked with musicians, artists, writers and programmers as a team to create a sharp vision of the project.

Clarkson University Research, Clarkson University

2017-present

- Worked with Dr. Tamon on visualizing Quantum Walks for the fall semester 2017
- Worked with Dr. Banavar on Mind Controlled Robots for the spring semester 2018
- Worked with Dr. Banavar on detecting stress in user voice using voice home assistants for the summer and fall semesters 2018

WORK EXPERIENCE

Tech Associate, Staples, Queensbury, NY

July 2016- Aug 2017

- Perform evaluations and intake write ups on incoming computers in need of service
- Sell new computers, printers, routers, etc.
- Performed these tasks by having a good background understanding of technology and how things are supposed to functions.

VOLUNTEER WORK

Light & Sound Technician, Charles R Wood Theater, Glens Falls, NY

2013-2016

- Worked in the lights and sound booth during rehearsals and shows controlling the lights and sound from there.
- I was able to learn how the technical sides of theatre and working with a large group of people with a similar goal.
- I was also able to learn how to manage multiple things and be able to move quickly but efficiently.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, C++, Matlab, Fortran 77

Software Programs: Photoshop, Excel, PowerPoint, Word, Visual Studios, PuTTY, Unreal Engine 4, Amazon Lumber Yard.

Technology: Lights & Sound, Raspberry Pis, Arduino Uno/Due/Mega, Experience with coding an ESP8266, traditional computer components.