

ANDREW DICKMAN

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EDUCATION

New Jersey Institute of Technology

Bachelor of Science in Computer Science, magna cum laude

Dean's List – Fall 2020 - Fall 2024

Newark, New Jersey, December 2024

GPA: 3.7/4.0

Relevant Coursework: Operating Systems, Adv. Databases, Software Engineering, Data Science, Machine Learning, Adv. Web Dev, Adv. Data Structures & Algorithms, Intensive Linux Programming, Computer Systems, Calc I - III, Differential Equations

SKILLS

Languages: C/C++, Python, SQL, HTML/CSS, JavaScript/TypeScript, Bash, Java, PHP

Skills: MySQL/MongoDB, React, Express, Node, Flask, Axios, Git, sk-learn, Google Cloud, ML, VertexAI, GPT, Gemini, LLMs, NLP, RAG Method, Prompt Engineering, BigQuery, DocumentAI, Debugging, Linux, Leadership, Problem Solving

EXPERIENCE

Johnson & Johnson

Global Safety Data Science Intern

May 2024 – August 2024

Raritan, NJ

- Mastered foundations of data science, including preprocessing, dimensionality reduction, EDA, utilizing supervised and unsupervised models, hyperparameter tuning, validation testing, and pipeline construction, then presented these learnings in depth to a team of professional data scientists
- Contributed to a GenAI pipeline using Python to automate the parsing, extraction, and summarization of relevant data for PVA drafting from Global J&J Agreements with GCPs Gemini LLM, estimated to save significant costs and metrics
- Developed a multithreaded GenAI tool using GPT 4o, Gemini 1.5, and a MLP Neural Network to determine PVA necessity
- Developed and deployed an internal PV Chatbot with memory, which takes in one or more PDF documents, and using either a Gemini 1.5 or GPT 4o LLM, will answer any user query by referencing each of the uploaded documents
- Led the creation of an organizational event to benefit the community which was aligned with the J&J Credo, and helped organize multiple other credo and networking events as part of the J&J TICC

New Jersey Institute of Technology

Teaching Assistant – CS288 (Intensive Linux Programming), IT202 & IT302 (Adv. Web Dev)

September 2023 – December 2024

Newark, NJ

- Guided students in mastering core full stack web development using HTML, CSS, PHP, JavaScript/jQuery, and MySQL, as well as modern full stack practices with the MERN stack – MongoDB, Express.js, React.js, Node.js
- Helped students to understand specific topics covered within the course, including: Linux, bash scripting, utilizing advanced C topics to write large programs, such as state space search algorithms, and parallel programming
- Responsible for grading students homework assignments, as well as reviewing and understanding their submitted code
- Wrote a Bash Script to automatically run and test student submissions, cutting time spent grading down by roughly 60%

Shoprite

Front End Manager, Customer Service, Bookkeeping

July 2018 – Present

West Milford, NJ

- Oversees and is in charge of managing the front end and all the employees within it
- Manages all cash within the store and comes up with efficient solutions quickly to overcome any problems that occur
- Works directly with managers and customers to work out any issues that arise in such a way that satisfies both parties

PROJECTS

Covey.Town Chess Game | Course Project

- Implemented a functional Chess Game into a pre-existing multiplayer game codebase developed in TypeScript + React
- Developed a RESTful API backend using Express to provide chess functionality, logic, and to keep track of the game state, also including a Stockfish API in Python using Flask to allow for AI opponent and dynamic board state analysis
- Used Git/Github as a VCS and it's CI to work concurrently with team members while monitoring Pull Requests, doing frequent Code Reviews on new features, and preventing any regression

Biblical AI | Personal Project

- Built a full-stack website with React, featuring an interactive Bible interface, paired with a GPT-4o-powered chatbot
- Utilized a Bible API for scriptural text display and applied CSS for an appealing, responsive, and interactive experience
- Integrated a custom Biblical AI Chatbot for both verse and chapter-specific interpretations, offering standard insights and interactions with other verses, as well as interpretations from a specific user-selected religion through a prompt

NYghtcrawler App | Capstone Project

- Worked with a team of fellow students to develop a New York bar-crawling mobile app using Dart, Flutter, and Android Studio, achieving third place in the NJIT Capstone competition and recognition as team MVP by the Project Manager
- Implemented a customizable, self-optimizing polyline which provides the shortest route between any amount of bars
- Established a history-based crawl feature, which includes historical sites throughout the crawl and provides fun facts about them as they're approached