

Andrew E. Ashline

3 Sheffield Circle, Loudonville, NY 12211
(518) 369-7119 | ashline2012@yahoo.com
Website: www.andrewashline.com

EDUCATION:

Siena College, Loudonville, NY

May 2016

B.S. in Computer Science with a minor in Business, **GPA: 3.3/4.0, Major: 3.4/4.0**

Dean's List: Fall 2014 to Spring 2016

TECHNICAL SKILLS:

Programing Languages: JAVA, Python, HTML, CSS, JavaScript, PHP, AJAX, JSON, JQuery

Database Knowledge: Relational, Object Relational, NoSQL; Oracle, MongoDB

Front-End Frameworks: Bootstrap, Foundation

Platforms: Windows, Linux

Version Control / Development Environments: Git; PHPstorm, Powershell

Familiar Ticketing Systems: JIRA, Spiceworks, YouTrack

RELEVANT COURSEWORK:

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|-------------------------------|--------------------------|---|
| • Object-Oriented Programming | • Analysis of Algorithms | • Discrete Structures |
| • Data Structures | • Robotics | • Assembly Language and Computer Architecture |
| • Web Application Development | • Database Management | • Software Engineering I and II |
| • Theory of Computation | • Advanced Database | |
| | • UI Concepts | |

WORK EXPERIENCE:

Catholic Charities Disabilities Services, Albany, NY

Help Desk Specialist

January 2017- June 2017

- Provided technical assistance and support for issues concerning computer systems, software, and hardware.
- Responded to issues through a ticket system and over the phone.
- Updated events and articles on their website, along with other agencies website.
- Occasionally was required to travel to other agencies to give support for issues that couldn't have been solved remotely.

Siena College, Loudonville, NY

ITS Consultant

June 2015-May 2016

- Assisted students and faculty with computer issues in person and on the phone.
- Reinstalled software, removed viruses, reimaged and installed new operating systems.
- Diagnosed technical issues in classrooms and labs.

ACADEMIC PROJECTS:

Software Engineering I and II

Deductive Proof Application (HTML / CSS / JavaScript / PHP / SQL)

Fall 2015-Spring 2016

- Worked with a team to create an application based on client requests.
- Created a web based application that allowed professors to create individual deductive proof problems and for students to solve them in a click and drag format.
- Lead the development of the relational database for the application.

Robotics

Butler (Python / Linux)

Spring 2015

- Worked with a team of three in a research environment to develop a program a robot.
- Robot was programmed to search and place a block on a desired AR marker based on user input.
- Utilized the individual parts of the robot (Roomba, an Xbox 360 Kinect, and a mechanical arm) to complete the desired task.

Object-Oriented Programming

Ticket to Ride (Java)

Spring 2014

- Worked with a team of four in to recreate the African version of the board game.
- Created objects to store player's information (cards, number of trains, and routes captured).
- Developed the tooltips and logic aspects of the game.