

Andrew Amado

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL

Bachelor of Science (B.S.) in Computer Science Jun 2018 – Dec 2021

- **GPA:** 3.4/4.0
- **Relevant Coursework:** Processes for Object Oriented Software Development, Data Structures & Algorithms, Object-Oriented Programming, Artificial Intelligence, Operating Systems, Discrete Structures I & II, Senior Design, Enterprise Computing, Programming Languages.

WORK EXPERIENCE

UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL

Computer Science Teaching Assistant, May 2020 – Aug 2020 – COP 3402 (Systems Software)

- Answered technical inquiries from students during office hours.
- Evaluated and graded exams, assignments, or papers and record grades.
- Taught computer science concepts to students.
- Returned assignments to students in accordance with established deadlines from the professor.

ORANGE COUNTY PUBLIC SCHOOLS, Orlando, FL

STEM Instructional Intern, Jan 2019 – Dec 2021

- Administered, proctored, and scored academic or diagnostic assessments.
- Assisted in math courses such as Algebra and Pre-Calculus.
- Assisted in STEM courses such as AP Calculus and Computer Science Principles.
- Communicated and coordinated online lessons using Microsoft Teams.

PROGRAMMING LANGUAGES / SOFTWARE / SKILLS

- Proficient: Java, C, Angular, JavaScript, Python, UNIX CLI, MongoDB, SQL, AWS, VMWare, Python, GitHub, BitBucket, Maven, JSON, Agile, REST, Node.js, Linux OS
- Familiar: C++, Express, PHP

PROJECTS

Personal Website – <https://aamados.github.io/> (Ongoing)

- For additional information about myself and my projects, please visit my website.
- Used Angular framework to build website.
- Deployed website to GitHub Pages.

Measuring Collaboration in Minecraft, *Senior Design Project* ([Website](#))

Software Development & Back-End Lead, Aug 2021 – Nov 2021 – Java

- Led software development and backend teams.
- Developed a program to collect data from player actions on a Minecraft server using the [PaperMC API](#).
- Held weekly meetings to track progress and plan the future of the product.
- Utilized GitHub for version control and MongoDB for storage.
- Hosted and maintained Minecraft server on an AWS EC2 instance.

Discord Management Bot – *Java*

- Utilized Discord JDA library for this event-driven program.
- Added essential server and user management features such as role management, kick, ban, and mute.
- Scraped API responses using GSON API into JSON for retrieving images.
- Deployed project to Heroku