

Andrew Amado

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WORK EXPERIENCE

Lockheed Martin, Orlando, FL

Software Engineer Associate, Apr 2022 – Current

- Developed scripts for the automation of mundane tasks.
- Managed Docker orchestration and Docker containerization using Kubernetes.
- Installed and configured databases using HELM charts.
- Performed regression testing on the product and updated procedures as needed to support IV&V event.

UNIVERSITY OF CENTRAL FLORIDA, Orlando, FL

Computer Science Teaching Assistant, May 2020 – Aug 2020

- 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.

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.

PROGRAMMING LANGUAGES / SOFTWARE / SKILLS

- Proficient: Java, Python, C, JavaScript, Angular, Linux, Docker, Kubernetes, MongoDB, SQL, AWS, VMWare, Git, Git Lab, BitBucket, JIRA, Confluence, Maven, Agile, Node.js, Postman, SwaggerHub
- Familiar: C++, Express, PHP

PROJECTS

Personal Website – <https://aamados.github.io/> Jan 2022 – Feb 2022

- 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