

Andrew Weller

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github.com/andrewwellercs

<https://andrewwellercs.github.io/website/>

Technical Skills

C++, Java, C, Python, Git, SFML/SDL2/OpenGL, Bash, Gimp, Eclipse, L^AT_EX

Education

B.S. Computer Science

University of Colorado, Boulder

GPA: 3.7

Graduation: May 2022

Coursework of Interest

Data Structures, Discrete Math, Calculus III, Algorithms (Spring 2020), Linear Algebra (Spring 2020)

Projects

Please check out my website (at the top of this page) for a more detailed look into these.

MineBike (iXercise)

Research Project

Summer 2019

University of California, Irvine

- Led a team of high school students in designing and implementing minigames for a Minecraft mod which uses an exercise bike to help recovering leukemia patients get exercise.
- Taught the students how to use git and helped them at every step in their development process.
- Designed abstractions and tools for a custom questing/minigame system and hud elements.
- Created a 24 page manual describing the process for future developers of the project.

Demise

Data Structures Project

Spring 2019

University of Colorado, Boulder

- Designed and implemented a 3D cpu rendering engine using vector math to render walls of a game level in perspective.
- Implemented a Binary Space Partition to render objects in the correct order.
- Worked with a partner to design levels and graphics.

Jobs

Course Assistant

Computer Science Dept.

Spring 2019 - Present

University of Colorado, Boulder

- Held office hours and attended recitations to tutor students in introductory computer science course material (CSCI 1300).
- Helped students with end of semester object oriented project design and implementation