

Aaron Andrews

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Bio

I am a software developer located in Seattle, WA, and am looking to make my mark by creating software and tools that customers love using, and that my fellow engineers love working with.

Languages/Platforms/Skills

C++(4 years), Javascript - Visual Studio(2 years)	Windows	Trouble Shooting and Problem Solving
Java, Spring-boot, Hibernate- Eclipse, NodeJs, Full-stack, Microservices, OpenGL (all 1 year)	Mac	Software Application Development and Documentation
C# - Unity(3 years)	Linux	Full Stack Web Development
Github(4years)		Cross-disciplinary Teamwork
Unity(3 years), Unreal(6 months)		
Rendering – OpenGL (1 year)		

Employment

Jr Full Stack Developer

July 2019 – January 2020

HCL America (Client, Boeing)

- Full-stack development of web applications and microservices
- Main project was a Kanban Board
 - Users created and logged in with personal accounts
 - Users could create and modify their projects and tasks
- Frontend - React, Redux, NodeJs, Javascript
- Backend - Hibernate, Spring-boot, MySQL, Java
- Cloud technologies
 - Mostly Cloud Foundry, attained official certification
 - Some AWS and Azure

Unity Programmer

November 2018 – July 2019

Peeka VR

- Bringing children's books to life in virtual reality to encourage reading.
- Programmed interactions in C# with Visual Studio
- Built out scenes from the books inside of the Unity game engine

Research Project Assistant (iOS App Developer)

Feb 2014 – July 2015

Arctic Region Supercomputing Center (ARSC), Fairbanks, AK

- Designed and developed an iOS app from concept to finish ()
 - Frontier Scientists Media in the app store
- Mobile application that fetches and presents the content of the Frontier Scientists website
 - Content includes articles, videos, and an interactive map
 - Users can download and manage video content
- iOS development, design and optimization



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Projects

Game Library Interface

2018 – 2019

- A game library that mimics the one used inside of the SpringboardVR game launcher.
- Desktop application for a VR Arcade to easily show customers what games are offered.
- This interface is written in C# and powered by the Unity game engine.
- Web application currently being developed
 - Unity WebGL frontend
 - Java, Spring backend
 - Fetches files from a box.com repository

Multiple Class Projects

2016 – 2018

- Game development, AI, graphics, and UIs
- Multiple languages, mostly C++, C#
- Game engines Unity and Unreal

Education

Cloud Foundry Certified Developer

Dec 2019

Linux Foundation

Advanced Diploma of Professional Game Development

May 2018

Academy of Interactive Entertainment, Seattle, WA

Bachelors of Science, Computer Science

August 2016

University of Alaska Fairbanks (UAF), Fairbanks, AK

