Andrew Bennett

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www.andrew-bennett.me

OBJECTIVES

Experienced in programming languages, software development, data structures, application programming, and organizing hackathons; I am pursuing a career in Software/Mobile App Development at a company with a culture that is both innovative and open to new ideas.

EDUCATION

University of Texas at San Antonio

December 2017 Computer Science BA, Business Administration minor

- Delta Sigma Pi (Professional Business Fraternity)
- Association for Computing Machinery
- RowdyHacks (2016 & 2017)

EXPERIENCE

Booz Allen Hamilton |
Software Engineer Intern Oct 2016 – Current

- Convert existing mobile VR project into an HTML5 web app.
- Work with engineers to develop VR environments using Unity3D's game engine.
- Research new technologies, such as WebGL and Three.js, to meet client needs.
- Occasionally build and set up VR Kits for demos.
- Provide IT support and hardware facilitation for the Interactive Multimedia and Gaming Team.
- Assisted in moving team and equipment to a new office building.

TopGolf San Antonio |
Bayhost Aug 2015 – Oct 2016

- Displayed exceptional knowledge of and enthusiasm for our amazing culinary offerings, while delivering TopGolf hospitality at its best.

Starplex Boerne Luxury 11 |
Assistant Manager Jan 2013 – May 2015

- Assisted the GM with daily operations.

Skills

- Java
- Javascript
- C
- C#
- Sed/Awk/Perl
- SQL
- HTML/CSS
- WebGL
- PHP
- WordPress
- Visual Studio
- Unity3D
- Amazon Alexa
- Marketing Chair of Delta Sigma Pi Fall 2014
- Public Relations Officer of Association of Computing Machinery Fall 2016 – Spring 2017
- Organizer for RowdyHacks 2017 hackathon

Other Internships |
Divvee; Quinten Burke May 2016 – Aug 2016