ANDREW BENJAMIN PAOLINI

570 Quigg Way, Boulder Creek, CA 95006
(831) 600-6157
andrew.bpaolini@gmail.com
www.linkedin.com/in/andrewbpaolini

Summary of Qualifications:

- Proficient in Software Development and Microsoft Office
- Experience working together in teams
- Three years of experience in political fundraising and public outreach
- Experience in political organizing, campaigning, and lobbying
- Experience in public speaking, speechwriting, policy research, and professional writing

Education:

- **Bachelor of Science in Cognitive Science**, March 2016
  University of California at Santa Cruz, Santa Cruz, CA

Computer Skills

- **Languages:** Java, Python, C, C#, HTML5/JavaScript, GameMaker/GML
- **Tools:** Git/GitHub, Unity, Aptana, Dropbox, EPIC Cognitive Architecture, Praat, Adobe Illustrator, Word Processing Programs

Experience:

California State Assemblymember Kansen Chu's Office, Milpitas, CA
Intern, Oct 2016 – Dec 2016
- Take calls and concerns from constituents, including occasional constituent casework.
- Write responses to letters from constituents, including on public policy issues.
- Write talking points for events for Assemblymember.
- Research and write reports on public policy issues as well as intra-governmental policy when it relates to disputes between constituents or government agencies.

California Public Interest Research Group (CALPIRG), Santa Cruz, CA
Intern, Oct 2012 – June 2015
- Raised funds by securing donations from students; spoke with individuals and in front of student groups.
- Helped register over 2,000 students to vote in month before 2012 elections.
- Organized and supervised renewable energy event on campus which drew over 100 people. Obtained use of solar panels from local company and donations of food.
- Lobbied in Sacramento for Assemblyman Mark Stone and Majority Leader Bill Monning's support in renewing CALPIRG's UC campus contract.

Student Committee on Committees (SCOC), Santa Cruz, CA
Committee Member, Oct 2014 – June 2015

- One of 14 appointed representatives charged with appointing students to various committees, such as Planning and Budget, Educational Policy, and the Judicial Board.
- Evaluated students' applications, interviewed candidates, and conferred with other committee members for selection of appointees.
- Planned, organized, and ran trivia/tabletop games night with another representative to promote SCOC. Managed $1000 budget.

Student Union Assembly, Santa Cruz, CA
Crown College Appointed Representative, Oct 2014 – June 2015
- Represented Crown College Senate, UCSC, at university level, in weekly meetings.
- Required listening to and understanding people with differing views, in order to negotiate a compromise and reach a mutually-agreeable solution.
- Member of a task force whose mission was to determine students' awareness, and the effectiveness, of the SUA. Presided over meetings, along with another representative. Drafted online student survey, advertised it, interpreted results, and presented them to the Assembly.

Projects:

Puff:
- Created a PC/Mac game with minimalist vector graphics and mouse controls.
- Finalist for Foundation Award and Audio Award (UCSC 2012)
- Responsible for level design, enemy and world objects design and concepts, implementation of mechanics in GML code.

Redwood Apps:
- Executed a quarter-long team project of developing/planning a technology start-up company from the initial product concept to securing funding
- Utilized FAST Diagram and Function Structure for product design
- Revenue Map and Marketing Mix for market segmentation
- Mapped the business landscape using the Porter's Five Forces model
- Performed a three-year Financial Analysis, estimating quarterly cash flows and Net Present Value
- Presented funding pitch to a venture capitalist from Silicon Valley

Curiosity Killed the Rover:
- A ten-week course working with a team to create a web game using JavaScript and HTML
- Invented the game concept and design.
- Set up code framework for game in the Phaser game engine.
- Taught rest of the team how to use source control with Bitbucket, how to get it to work with Phaser game engine and Aptana Studio, and was on-call for troubleshooting.
- De facto team leader, coordinating and communicating with everyone to organize team meetings at school and team chats online, including group work on code together, and check-ins to make sure we were on schedule to meet deadlines.