Andrew Chow

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EDUCATION

University of Guelph

Guelph, ON

Sept 2020 - May 2025

Bachelor of Computing, Software Engineering (Co-op)

• Dean's List: Fall 2020 - Fall 2023

• GPA: 3.7/4.0

TECHNICAL SKILLS

Languages: Elixir, Python, JavaScript, Java, C, HTML, CSS, SQL

Frameworks/Libraries: React, NextJS, NodeJS, Phoenix, Tailwind, gRPC, Oban, Kafka

Development Tools: Figma, TestRail, Docker, Datadog, Splunk, JIRA, GitLab, Git, CharlesProxy

EXPERIENCE

Software Developer

Jan 2024 - Present

the Score

Toronto, ON

• Collaborating with cross-functional teams (product managers, designers, engineers, and stakeholders) to develop new features for the Score Bet/ESPN Bet, reaching and empowering the experience for over **2 million** users across North America

Software Developer

May 2023 - Aug 2023

the Score

Toronto, ON

- Optimized Promotion **gRPC APIs**, that effectively resolved network timeouts across multiple back-end services, enabling accessibility for customer service agents within the Score Bet's CMS
- Implemented **Oban** cron jobs to efficiently distribute **1000+** promotional credits to patrons, elevating customer engagement within the app
- Utilized **Kafka** producers to broadcast promotional credit expiration messages across the cluster, enhancing system efficiency and ensuring accurate client-side processing of user awards

Teaching Assistant

Jan 2023 - Apr 2023

University of Guelph

Guelph, ON

- Educated 200+ students by teaching user interface design concepts within weekly interactive labs
- Marked assignments, labs, and readings to provide valuable feedback to students
- Communicated effectively with faculty regarding student progression to address any concerns or questions

QA Analyst

May 2022 - Dec 2022

the Score

Toronto, ON

- Designed a Promotions Tracker feature for the Score Bet, leveraging market insights and user research to enhance the user experience and increase user retention rates
- Maintained and managed the Promotion's test suite, creating test cases that increased test coverage by 60%
- Performed smoke, ad-hoc, and regression testing contributing to the release of theScore's In-House tech stack, resulting in an increase of market offerings and features, including **Parlay**+
- Created documentation for the Promotions Service, resulting in a streamlined onboarding process for new QA members

PROJECTS

BetGenius | Python, Tensorflow, Figma

- Placed **first** in the Score's Summer 2023 Hackathon by working with 5 colleagues to develop a recommendation system to predict bet slips for users
- Developed a machine learning model in **Python** and **Tensorflow** using collaborative-based filtering techniques to analyze a user's betting history
- Created a Figma prototype, incorporating use cases and personas to illustrate the user's product experience

Molecule Visualizer | C, Python, SQL, HTML/CSS, JavaScript, Swig

- Developed a full-stack molecular visualizer using C, Python, JavaScript, HTML/CSS, and SQL, enabling users to view and interact with molecular structures in a web environment
- Implemented API routes in Python facilitating client-server communication for chemical data requests