Andrew Chow

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EDUCATION

University of Guelph

Guelph, ON

Bachelor of Computing, Software Engineering (Co-op)

Sept 2020 - Present

• Dean's List: Fall 2020 - Winter 2023

• GPA: 3.7/4.0

TECHNICAL SKILLS

Languages/Frameworks: Java, Python, C, Elixir, JavaScript, HTML/CSS, React, Phoenix, SQL, PostgreSQL, gRPC, Oban, Kafka, ExUnit

Tools: Git, VS Code, Charles, Figma, TestRail, Jira, Docker, Datadog, Splunk

EXPERIENCE

Software Developer

May 2023 - Aug 2023

the Score

Toronto, ON

- Engineered various product features within the Score Bet's Promo-Engine to 2+ million users in North America
- Optimized Promotion gRPC APIs, resulting in performance enhancements that effectively resolved network timeouts across multiple back-end services
- Developed background job processing using **Oban** to enqueue workers to distribute **1000+** awards to patrons
- Utilized Kafka producers to broadcast expiration award messages across the Kafka cluster

Undergraduate 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, a product feature to reduce customer inquiries. Analyzed user data, Created product document scopes, Mocked mobile prototypes, and defined KPI's, later presented to Sr. Leadership Executives
- Maintained and managed Promotion's test suite, creating test cases to increase test coverage by 60%
- Performed end-to-end testing to deliver successful promotional features, including Leg Grading and Parlay+
- Identified and logged critical bugs across various microservices within the application

Projects

BetGenius | Python, Tensorflow

- Won **first** place in the Score's Summer 2023 Hackathon by working with 5 colleagues to develop a recommendation system to predict betslips
- Developed a machine learning model in **Python** using collaborative-based filtering techniques to analyze a user's betting history
- Implemented data preprocessing, feature engineering, and model training to optimize the accuracy of the recommendations using **Tensorflow**

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
- Built a robust database schema using SQL, ensuring data integrity and enabling efficient querying of molecular data
- Created an interactive and responsive user interface, allowing users to easily manipulate and explore various molecules