

Andrew Collins

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Education

Santa Clara University, B.S. in Computer Science and Engineering **December 2025**

Activities: Association for Computing Machinery (ACM), Video Game Design Club, KSCU Radio, HCI Lab

Relevant Experience

Human-Computer Interaction Lab, Software Developer **January 2023 - Present**

- Implemented custom data analysis tools with Python, Pandas, and Jupyter to investigate redesigning screen time management tools for digital wellbeing
- Created Chrome Extension and API backend to automatically activate focus mode to increase productivity
- Developed iOS app in Swift utilizing iOS screen time APIs for live research study
- Led a team of undergraduates and PhDs through Figma and Agile system on Monday.com, Trello

NexStream Technical Education, Technical Project Manager **August 2021 - December 2021**

- Coordinated team of students to create multiplayer and interactive online virtual classroom web app (HTML, Unity, Linux virtual machines) to engage and connect students during the pandemic academically
- Managed project vision, delegated tasks, and documented code ensuring productivity and milestones

Projects

Toki Alarm - (Flutter, SQLite)

Published full-stack [puzzle alarm clock app](#) for iOS with 1000+ users integrated with Apple's Game Center. Designed as a profitable solution to better waking up in the morning

Brickdle.com - (Python, Google Analytics, Flutter, HTML)

Parsed 17000+ LEGO sets to create [Wordle-like game](#) where users guess number of LEGO's in images. Acquired 2.5K+ plays and 900+ visits across 37 countries in first month

Park, Bus, and Jam - 3rd Place INRIX Hack 2023 - (Flutter, Flask REST API, NoSQL HiveDB, APIs, Python)

Wrote full-stack [transportation app](#) invented to find most optimal parking and public transportation for concerts

Your Pitch - 3rd Place ACM Winter Challenge - (Flutter, NoSQL HiveDB, Spotify Web API)

Developed daily-curated music [mobile app](#) with custom Spotify Web API Wrapper and OAuth 2.0 PKCE Flow

Fist Bump - 3rd Place Hack for Humanity 2024 - (Vue.js, Dart Shelf API, NoSQL HiveDB)

Engineered full-stack [website and API](#) to connect students with on-campus events with custom calendar view

Leadership Experience

SCU ACM (Computer Science Club), President **October 2022 - Present**

- Managed and ran 3 student-run hackathons ([Hack for Humanity](#), [INRIX Hack](#), and [Roblox Hack](#)) with 300+ participants each to give students valuable industry skills and opportunities
- Instructed technical workshops on Python/Flask, Fullstack development, personal projects, and OpenAI to 200+ students to teach importance of going beyond academia

Video Game Design Club, Vice President **September 2022 - Present**

- Oversaw all technologies including GitHub (git project manager), Unity (C#), and web design in a collaborative space to encourage leadership and innovation
- Awarded Santa Clara University's Provisional Student Organization of the Year for fostering a creative space for expression for an interdisciplinary community of 125+ members

Skills

Languages: Python, Dart, C/C++, C#, Java, Javascript, Typescript, SQL, HTML, CSS, Bash

Frameworks/Tech: Flutter, Vue, Unity, Flask, Firebase, NoSQL, NumPy, Pandas, Jupyter, REST APIs, IOT, 3D CAD

DevOPs: Git, GitHub, Linux/Unix, AWS, Selenium, Chrome DevTools, VSCode, PyCharm, IntelliJ, Eclipse

Interests: Full-Stack, Entrepreneurship, Game Design, UI, UX, Hiking, Music Composition and Production