Andres Chavez

Software Developer

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Education

Florida International University	Graduating in December 2019
Bachelor of Science, Computer Science	3.5 GPA

Work Experience

J. P. Morgan & Chase Software Development Intern June 2019 – August 2019

- Modernized legacy backend using Spring Boot to process 100,00 transactions per day.
- Created a RESTful Web API providing access to transaction services.
- Worked within a team of four interns using an Agile Kanban Framework to develop and deploy in a production environment.

Farelogix Inc. Software Development Intern October 2018 – May 2019

- Enhanced an airline merchandising engine using C++ and SOAP, ensuring consistent and efficient results when handling transactions.
- Communicated with different teams from other engines in daily standups, maintaining high-quality service for all airlines.

Pooch Perks Inc. Web Developer August 2016 – December 2017

- Created a website frontend with HTML, CSS, and JavaScript, providing users with an optimal experience.
- Managed a team of designers and a developer, resulting in a sleek and efficient product.

Projects and Extracurricular

Geek Text

- Collaborated with a team of five students using an Agile Scrum Framework which resulted in an industry standard web product and open communication.
- Created a RESTful Web API using .NET, giving access to the Cloud Firestore.
- Implemented the frontend with Angular which led to a responsive, quick website.

SparkDev Game Development Team

- Led seventeen students through the game development production pipeline, using Unity and Photoshop in order to create an Indie game studio quality demo.
- Taught beginner students basic game scripting and linear algebra using C#, allowing them to better understand the technical aspect of game development.

SparkDev Virtual Reality Team

- Implemented a V.R. sandbox game using Unreal Engine and C++ allowing users to build their own virtual world.
- Worked with a team of twelve other designers and developers over nine weeks using an Agile methodology leading to a successful project demo.

Technical Skills

Languages:	C++, C#, Java, HTML, XML, CSS, JavaScript, Python
Software:	Unreal, Unity, Visual Studio, Photoshop, Illustrator, Autodesk
Database:	Firebase, SQL, Oracle
Operating Systems:	Windows, Linux/Unix, Mac OS
Libraries:	JQuery, SDL, OpenGL
Frameworks:	Spring, .NET, Angular