Andy Hayes
Software Engineer

Andy Hayes

3014 California St. NE
Minneapolis, MN 55418

773.391.9185
andrew.c.hayes1@gmail.com

Summary of Qualifications

High performance computer science graduate from Macalester College. Substantial experience in the service sector gave me strong presentational and communication skills with the ability to lead a group to a common goal. I have experience developing with JavaScript (NodeJS/TS, React), Python, Java, R, SQL, Docker, Kubernetes, GRPC.

Experience

Anno.Ai / Software Engineer

May 2019 - PRESENT, Vienna, VA

Integrated different technologies to automate ML pipelines.

Developed kubernetes orchestrated microservice architecture.

Designed and implemented product features from concept to production.

Contributed/published publicly available Node packages.

Built technologies that work in standalone environments (disconnected from the internet).

Worked with a small team and had impacts on all facets of the application (front/back end, server maintenance/development operations).

Tournament Time / Founder, Software Developer

Nov. 2018 - May 2019, St. Paul, MN

Started a mobile game development company

Assembled a team and leveraged NodeJS and React Native to develop a beta version of our first project.

Distributed MVP to external users and iterated on early user feedback

Education

Macalester College / Computer Science, Applied Math

August 2015 - May 2019, St. Paul, MN

Member of baseball team, MacStartups fellow, TA for multiple semesters.

Relevant Coursework: Statistical Modeling, Multivariable Calculus III, Object Oriented Programming, Algorithm Design and Analysis, Software Design and Development , Differential Equations, Computer Systems Organization, Theory of Computation, Probability, Collective Intelligence, Machine Learning, Artificial Intelligence, Database Management Systems