Andrew Nolan

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Education
Worcester Polytechnic Institute (WPI), Worcester MA,
    Master of Science, Computer Science, GPA: 4.0/4.0   **May 2021**
    Bachelor of Science, Computer Science, GPA: 3.97/4.0   **May 2021**

Programming Languages
    JavaScript, Java, Python, HTML, CSS, MATLAB, C#, Racket, SQL

Software/Tools
    Visual Studios, Android Studio, Windows, git, node.js, Linux, Virtual Box, Sitecore, WordPress, Kentico Cloud, Firebase, React.js, Django, Oracle Database

Relevant Course Work
    Object-Oriented Design Concepts, Analysis of Algorithms, Operating Systems, Software Engineering, Database Systems I, Database Systems II, Webware, Theory of Computation, Artificial Intelligence, Machine Learning, Human Computer Interaction, Data Mining, Mobile and Ubiquitous Programming

Related Experience
Engineering Development Group Intern, MathWorks, Natick MA   **May-August 2020**
- Improved the performance and reliability of saving in JavaScript versions of the MATLAB editor by implementing a piece table and chunked saving

Student Teaching Assistant, WPI, Worcester MA   **October 2018-present**
- Teach introductory coding courses in Python, SQL, Java, and Racket

Web Development Intern, Wakefly, Marlborough MA   **May-August 2019**
- Developed responsive web applications using CSHTML, SCSS, JavaScript and C#
- Managed content in several CMS including Sitecore, Umbraco, Kentico Cloud, and Wordpress

IT Intern, NMS Labs, Willow Grove PA   **May-August 2018**
- Assisted in developing a web application using HTML, JavaScript, and CSS
- Programmed an inventory management application using C# and the MVC framework

Projects
Major Qualifying Project, WPI   **August 2020-present**
- Continuing research into Brainex, a time series comparison python library, with code to detect synchrony between pairs of time series
- Extending the React.js/Django frontend with a cluster explorer and GUI for the synchrony of time series

Spaced Repetition Chess Blunder App, my apartment   **August 2020-present**
- Developing a node.js web app to help improve chess tactics, working with a team of four friends
- Using the LiChess api, analyzes users' games and creates flashcards based on a player's blunders

Personal Website, my apartment,   **July-September 2020**
- Developing a website in Github pages to provide more details on my jobs and projects

Artificial Intelligence Final Project, WPI   **May 2020**
- Developed an Ai in TypeScript to play the game Jotto based on a greedy algorithm from research papers
- Performed an experiment comparing the Ai using a full dictionary and the Ai trained on "human" words

Webware Final Project, WPI   **October 2019**
- Developed several games and hosted them on a website using JavaScript with a team of 5 others
- Used node.js with express for the backend, the database was stored in a NOSQL Firebase Server

Software Engineering Final Project, WPI   **October 2018-December 2019**
- Created a web-based calendar application for scheduling meetings with a team of 4 people
- Hosted the site using AWS using Java code for the backend

Activities
- Chess Club, President   **August 2017 – present**
- Upsilon Pi Epsilon, Events Coordinator   **January 2019 – present**
- Math Hour, Member   **August 2018 – present**
- Boy Scouts, Eagle Scout   **March 2010 – April 2017**