Andrew Criminski
Software Developer

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Core Competencies

Quick Learning	Passion for Programming	Problem Solving
Leadership	Communication	Innovative
Commitment	Teamwork	Hard Working

Education

Bachelor of Science: Computer Science   GPA 3.00

Clemson University Clemson, SC   Graduated: May 2017

Relevant Course Work

Software Engineering

- Developed a media player, pulling data from a Universal Media Server
- Led team – utilized Iterative Design Process
- Used Java Object Oriented design patterns

C++ 2D Game Development

- Created a 2D game using SDL library
- Used Object Oriented design patterns
- Practiced effective C++ programming

Experienced

C, C++, Java, Python, Android Development, Windows, Linux, Android OS

Working Knowledge

HTML, CSS, JavaScript, PHP, MySQL, Hadoop, Git

Experience

Creative Inquiry: Mobile App Development   Spring 2016 – Spring 2017
Undergraduate team projects under guidance of a faculty advisor.

- Developed an Android application for special needs students at Clemson University
- Created MySQL database and PHP web interface for integration between application and database

Activities

Chi Psi Fraternity

Academic Chair   Spring 2015 – Spring 2016

- Managed study halls and tutoring for members
- Created strategies to raise members' GPAs

Brotherhood Chair   Spring 2017

- Implemented programs for member life skills development
- Managed and met budget

Clemson University Tiger Band   Fall 2013 – Spring 2017