Andy Dean Danforth

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EDUCATION

University of Washington - 3.94 GPA   Seattle, WA
Bachelor of Science degree in Applied and Computational Mathematical Sciences: DMA   *Sept. 2019 – Present*

Clark College - 4.0 GPA   Vancouver, WA
Associate's in Arts   *Aug. 2017 – June 2019*

EXPERIENCE

Undergraduate Research Assistant   December 2020 – Present
University of Washington   *Seattle, WA*

- Working under experienced field leads on Symbiotic Design for Cyber Physical Systems
- Researching analysis methods that are used for pressure vessel design and hydrofoil design
- Developing software including a GUI for engineers in the conceptual phase of programs
- Modernized Quick Basic code into working python files

Software Test Engineering Technician   June 2020 – September 2020
Rob Hoeye   *Vancouver, WA*

- Worked under a senior systems engineer to help develop a new CNC controller
- Debug and troubleshoot errors with existing CNC software
- Developed a gcode compiler and test case database for future projects

Head Kitchen Staff and Fry Cook   June 2018 – June 2019
Marinepolis Sushi Land   *Vancouver, WA*

- Adhered to strict safety and sanitary standards in order to maintain a clean and efficient working environment
- Operated and cleaned dangerous machinery
- Helped keep inventory and restock foodstuffs and other restaurant needs
- Handled and prepared food for customers   Trained and supervised new additions to the kitchen staff

PROJECTS

Melodiq - An Online Party Game | *Javascript, React, Heroku, Spotify API*   November 2020 – December 2020

- Developed a full-stack web application hosted on Heroku using Spotify's API
- Made use of UI standards to create a user-friendly music guessing party game
- Practiced remote collaboration techniques in order to complete the project with my team members

Sunsets Locale - A Discord Music Bot | *Javascript, Discord API, YouTube API*   May 2020 – June 2020

- Developed a music bot with Discord and YouTube's API to play music in voice calls
- Made use of version control to work efficiently asynchronously

Snake Game Implementation | *C, Shell, Ncurses*   February 2021

- Made a terminal, text-based implementation of the game Snake

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, HTML/CSS, R, Shell, LaTeX
Developer Tools: Git, VS Code, IntelliJ, jGrasp, Microsoft Office, lpSolve,VMware
Libraries: NumPy, Matplotlib, ncurses

HOBBIES AND INTERESTS

Extracurricular: Wrestling, Reading, Hiking, Biking, Powerlifting

REFERENCES

Available upon request