drew@adbenson.net (734)709-5496
343 Edison Ave
Ypsilanti, MI 48197

Andrew D. Benson

Creative, skilled, and driven software developer

Objective

To do amazing work with awesome people.

Education

Eastern Michigan University *Ypsilanti, MI* Class of 2011

Bachelor of Science *Major in Applied Computer Science, Minor in Theatre Arts*

» Graduated *Summa Cum Laude* with a GPA of 3.99

Notable Courses

» Programming Languages, Compiler Construction, Automata & Languages

» Formal Methods of Software Development, Software Engineering

Honors

» Undergraduate Symposium presenter in 2009 and 2010.

» Dean's List, Fall 2007 through Winter 2011.

» Computer Science Department Awards recipient: *Charlie Jones Award* (2009-2010), *Clio Finlin Award* (2009-2010), *Addison Wesley Award : Graduating Senior* (2010-2011).

Professional Experience

Systems In Motion *Ann Arbor, MI* July 2010 - Present

Lead Developer

» Design and Implement solutions for client projects.

» Plan project iterations by breaking down tasks and estimating hours.

» Oversee development and ensure code quality through coaching, tests, and code review.

Notable Accomplishments

» Delivered multiple projects as lead developer to great customer satisfaction.

» Presented many seminars on areas of expertise including RegEx and Java Generics.

» Earned a reputation and recognition for passion, knowledgeability, quality, and delivery.

E.M.U. College of Arts and Sciences *Ypsilanti, MI* March 2008 - June 2010

Technology Support Group

» Supported faculty and staff in both office and classroom multimedia technology.

» Designed and maintained support information websites.

» Deployed and maintained departmental computer lab software and controls.

Skills

Professional

» Over five years professional experience in software and technology support.

» Consistently earned a reputation for resourcefulness, responsibility, and geniality.

» Substantial teamwork experience both as leader and team member.

Languages & Technologies

» Fluent in Java, JavaScript, and PHP.

» Object-oriented design and UML diagramming.

» Graphical rendering and interfaces.

» Cross-browser web design and CSS layouts.

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PROFESSIONAL PROJECTS

Web Service Health Check Page

» A powerful but easy-to-use site to verify the stability and integrity of multiple web services
» Implemented in Java using Spring Web MVC framework on IBM WebSphere Portlet Server
» Designed the entire project from mockup to proof-of-concept to working site
» Employed heavy use of client-side AJAX and object-oriented JavaScript

Tech Support Subscriptions Site

» A multi-mode data-driven site for purchasing new subscription services
» Implemented in Java using Spring Web MVC framework on IBM WebSphere Portlet Server
» Lead a team of four developers to deliver on-time with no defects to great client satisfaction

Subscription Services Bundling Site

» A modern, customer-friendly site to renew multiple subscriptions with one click.
» Implemented in Java using Spring Web MVC framework on IBM WebSphere Portlet Server
» Built modular, well separated user interface in HTML, CSS, and JavaScript using JSP templates
» Integrated with multiple SOAP and REST web services

Best Buy Connect eCommerce Site

» A LAMP stack eCommerce site for purchasing wireless devices
» Implemented back-end REST client with enterprise transaction API
» Observed strict security standards to defend against injection, XSS, CSRF, etc.
» Observed compliance with PII and PCI standards for consumer privacy and security

COURSE PROJECTS

CastViewer *COSC 481W Software Engineering*

Project Lead & Client Lead

» Web-based real-time data presentation for aluminum alloy production.
» Implemented in REALbasic language using Real Studio Web Edition IDE & framework.
» Demonstrated rigorous requirements, design, and testing.
» Worked closely with the client to develop requirements and validate results at each stage.

EXTRACURRICULAR PROJECTS

ReaLC3 *Advisor: Dr. William Sverdlik*

Project Lead & Circuit Designer

» Physical implementation of LC3 computer architecture using Transistor-Transistor Logic.
» Implemented Arithmetic Logic Unit for the hypothetical LC3 architecture used for instruction in EMU Computer Science courses.
» Built with hand-designed, hand-etched, and hand-soldered boards.
» Presented at 2009 EMU Undergraduate Symposium.

GLIF.IDE *Advisor: Dr. Susan Haynes*

Development Lead for IDE Sub-Project

» A custom editor for the GLIF programming language, providing intuitive and easy manipulation of code for this unique pseudo-graphical, top-to-bottom language.
» Implemented in Java using Eclipse IDE.
» Developed to integrate with interpreter for contextual assistance and error checking.
» Presented at 2010 EMU Undergraduate Symposium.