

# ANDREW DEAVER

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## EDUCATION

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### Olin College of Engineering

B.S. Electrical and Computer Engineering 2018

Classes: Design Nature, Software Design, Olin.js (web development), User-Oriented Collaborative Design

## EMPLOYMENT

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### Inspir, *Student Partner*, São Paulo, Brazil

Aug 2015 - Dec 2015

- Helped to influence a new and innovative engineering curriculum by helping inform decisions about designing courses and activities
- Impacted student culture by planning events such as a hackathon and exposition of projects
- Tutored first year calculus students in one on one environment

### Constant Contact, *Quality Engineering Intern*, Waltham, MA

Jun 2015 - Aug 2015

- Developed internal software to allow for greater communication about performance of products and issue tracking
- Wrote unit tests to ensure stability of software products and enable test driven development
- Automated testing and building of software and maintained the servers responsible for that automation

## PROJECTS

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### Scenic Route

- App that allowed users to plan road trip based on interests and amount of free time built for PennApps XIII
- Responsibilities included designing database, writing server backend, and REST Client for Android App
- Server backend written in Python, database in MongoDB, and REST Client in Java

### Kyzzr

- Virtual "Torch Passing" game allowing users to pass torches associated with Android phones between each other
- Full stack implementation including Android app, website (thekyzzrproject.com), and server
- Responsibilities included Android development, facilitating networking between Android app and server via HTTP, and handling server side tasks such as receiving and processing HTTP requests and adding to database
- Written using Java, Javascript, Python (using Flask web micro-framework), and MongoDB

### Hashtag Gloves

- Worked on team that built gloves that connect to Twitter.
- Responsibilities included programming back end in Python
- Built for 2014 HackHolyoke Hackathon, placed 3rd out of roughly 50
- Featured in Today Money, Boston Magazine, BostInno, and other news sources

### Tracky Bird

- Interactive twist on the popular "Flappy Bird" game that required users to flap their arms to control the bird
- Created using Python's OpenCV and pygame modules
- Responsibilities included building the game using pygame and handling graphics and collisions

## ACTIVITIES

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### Olin Robotic Sailing, *Software Subteam Co-Coordinator*

Aug 2015 - Current

- Worked on a team that builds autonomous sail boats with the goal of autonomously sailing across the Atlantic Ocean
- Responsibilities as Co-Coordinator include keeping team on pace to build boat, organizing sprints, assisting team in project issues
- Gained experience in organization, scrum, and robotics including Arduino and ROS

## SKILLS

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**CODING:** Java, Javascript, Python, NodeJS, JQuery, AngularJS, HTML, CSS, Android, MongoDB, MySQL, PHP

**SOFTWARE:** Android Studio, Eclipse, JIRA, Linux, Jenkins, Git, Apache Maven, Apache Tomcat

**MISCELLANEOUS:** Scrum, Test Driven Development, Unit Testing

**FOREIGN LANGUAGES:** Spanish