

ANDREW DEAVER

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EDUCATION

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

Insper, *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

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

Transporter Project

- Game for 4th Graders designed for Design Nature class at Olin College
- Included mechanical hedgehog toy as well as back story to explain game mechanics to 4th graders
- Gained experience in user experience design and interviewing product stakeholders

ACTIVITIES

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

CODING: Java, Node.JS, Python, MongoDB, MySQL, JQuery, HTML, CSS, Android

SOFTWARE: Android Studio, Eclipse, JIRA, Linux, Jenkins, Git, Apache Maven, Apache Tomcat, Apache2

MISCELLANEOUS: Scrum, Test Driven Development, Unit Testing

FOREIGN LANGUAGES: Spanish