ANDREW DEAVER

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EDUCATION

2018

Olin College of Engineering
B.S. Electrical and Computer Engineering
Classes: Modeling and Simulation of the Physical World, Design Nature, Introduction to Sensors, Instrumentation and Measurement, Software Design, Linearity, Mechanics, Products and Markets

EMPLOYMENT

Aug 2015 to Dec 2015

Insper · Student Partner · São Paulo, Brazil
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

Jun 2015 to Aug 2015

Constant Contact · Quality Engineering Intern · Waltham, MA
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

ACTIVITIES

Jan 2015 to Current

Olin College Robotic Sailing · Electrical Subteam Co-Technical Coordinator
Olin Robotic sailing builds autonomous sail boats
Current project is making the first autonomous sail boat to sail across the Atlantic Ocean
Responsibilities include organizing schedules, developing circuit diagrams, and facilitating component testing
Gained experience in box diagramming, circuit design, soldering, and managing engineering task

PROJECTS

Kyzr

Virtual "Torch Passing" game allowing users to pass torches associated with Android phones between each other
Full stack implementation including Android app, website (thekyzrproject.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

Chordly

Individual personal project that combined passion for guitar and programming ability
Designed Android application that helps guitar players write songs by displaying appropriate chords
Gained experience in UI/UX design, database design and management, and Android SDK

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
Gained experience in user experience design and interviewing product stakeholders

SKILLS

PROGRAMMING Java, Android, Python, Ruby, Javascript, Junit, HTML/CSS, MongoDB, MySQL
SOFTWARE Android Studio, Eclipse, Adobe Photoshop, Adobe InDesign, JIRA, Git, Linux, Jenkins, Apache Maven
MISCELLANEOUS Scrum, Test Driven Development, Unit Testing
FOREIGN LANGUAGES Spanish