Andrew Dempsey

15 Lovell St. Apt. #2
Somerville, MA 02144

(978) 760-2128
andrew.dempsey@tufts.edu
http://adempsey.github.io

Education
Tufts University School of Engineering, Medford, MA
BSCS, expected in 2015

Relevant Coursework:
- Machine Structure & Assembly Language Programming
- Computer Networks & Protocols
- Web Programming & Engineering
- Analysis of Algorithms

Skills & Projects
- **Web Development**
  - Server-side development with Node.js/MongoDB, LAMP stack
  - Javascript and AJAX
  - Front-end design using CSS and jQuery
  - Ruby on Rails
- **C/C++, Python, and Ruby,** with projects including:
  - A Universal Virtual Machine, written in C, capable of running small-scale operating systems
  - A program capable of detecting the language of a human-written document
  - An implementation of a hierarchical clustering algorithm
- **Network programming in C**, with projects including:
  - An HTTP server
  - A P2P file transfer system
  - A clandestine messaging fabric
  - A dynamic resource discovery server
- Some experience in **iOS Development and Objective-C**
- Experience in Unix and OS X
- Selected projects available at http://github.com/adempsey/

Work Experience
- **IBM Corp.** *Connections* Automation Engineering Intern *(Summer 2013)*
  - Worked on a team to design and implement a validation tool for the installation of IBM's social business software, *Connections*

- **Lahey Hospital and Medical Center** Web Engineer *(Summer 2013)*
  - Developed mobile web application to allow neurosurgical patients to communicate levels of pain to their physicians through the Oswestry Disability Index and the Visual-Analog Scale

- **Tufts University Human-Robot Interaction Laboratory** Research Intern *(Summer 2012)*
  - Analyzed human behavior and speech patterns in subjects interacting with artificial intelligence to aid in the future design of robotic products for public consumption

- **Museum of Science, Boston** Information and Interactive Technology Intern *(Summer 2011)*
  - Assisted in deployment of new museum website, designed implementation of SSO system for museum staff members, and beta-tested prototypes for ticket kiosk and reservation system UIs

Other Skills & Achievements
- Extensive experience in film production with Final Cut Pro and Adobe Premiere
  - Won "Best Student Production" in the 2011 Los Angeles Web Series Festival for an entirely self-produced web series, *Nonlocality*
  - Received a grant from the WGBH Open Call project to produce a short documentary on climate change, *Cold Water*, which later aired on television
- 3D modeling and animation in Blender