Andrew Lawson

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EDUCATION

UNIVERSITY OF CONNECTICUT
BSE in Computer Science & Engr.
Minor in Mathematics
May 2015 | Storrs, CT
Cum. GPA: 3.55 / 4.0

LINKS

GitHub: aelawson
Facebook: aeriklawson
LinkedIn: aeriklawson
Twitter: aeriklawson

COURSEWORK

GRADUATE
Machine Learning

UNDERGRADUATE
Operating Systems
Programming Languages
Algorithms & Complexity
Stochastic Processes

SKILLS

PROGRAMMING
Proficient:
Python • Java • C# • JavaScript
Prev. Experience:
C • C++ • PHP • Perl •
MySQL • PostgreSQL

SOURCE CONTROL
Prev. Experience:
Git • SVN • Mercurial • CVS

ACTIVITIES

2016
Code for Boston
- Open Source Contributor

Mozilla
- Open Source Contributor

2014 - 2015
UConn Robotics Club
- Treasurer

AWARDS

2015
University Scholar
- Highest academic distinction awarded to undergraduates.

Honors Scholar

EXPERIENCE

BBN TECHNOLOGIES | Software Engineer
Jun. 2015 - Present | Cambridge, MA
- Helped ship M3S, a distributed web application that provides automatic translation and analysis of foreign media sources.
- Led development of a core feature that aggregates and translates tagged users' social media posts.
- Built with C#, JavaScript, and ASP.NET MVC.
- All code deployed globally and showcased to new customers.

SCHWARTZ LAB | Software Developer
Aug. 2014 - May 2015 | Storrs, CT
- Led and shipped LincusAnalytics - a text analysis engine for identifying university research areas that maximize grant awards.
- Wrote several automated systems used daily to mine web data.
- All built with Python and MySQL. Deployed on Amazon EC2.

UCONN AITC | Software Engineering Intern
Jul. 2013 - Feb. 2014 | Storrs, CT
- Developed an interactive wall for Boston Children's Hospital's main lobby - used daily by visitors, staff, and patients.
- Helped write a Kinect-based system that lets players use gestures to control on-screen avatars.
- Designed and coded avatar behavior and a user tracking system.
- Built with C#, Unity3D, and Microsoft Kinect.

PROJECTS

NETFLIX COMMENTS
Apr. 2016 - Present
- Mobile app that adds a commenting system to Netflix. Made with React Native.
- Created a Chrome extension that synchronizes Netflix timestamps with the mobile app using JavaScript and Socket.IO.
- Developed a REST API / backend using Node.js, Redis, and PostgreSQL.

BYPATH (CODE FOR BOSTON)
Jan. 2016 - Present
- Open source mobile routing app that makes city-wide navigation easier for pedestrians with limited mobility.
- Built with two teammates using Ionic, AngularJS, Leaflet, Node.js, and PostgreSQL.
- Published (alpha) on the Apple App Store.

AUTONOMOUS QUADCOPTER
Jan. 2013 - May 2015
- Led R&D of an autonomous quadcopter robot that generates a 3D map of GPS-denied environments using a Microsoft Kinect.
- Co-led two senior capstone teams to create a navigation and sensor system using C++ and Arduino. Won 2/20 for best capstone project.
- Developed a real-time, distributed system that fuses 3D point clouds generated by multiple quadcopters in C++.