

# Andrew Lawson

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## EDUCATION

### UNIVERSITY OF CONNECTICUT

BSE in Computer Science & Engr.

Minor in Mathematics

May 2015 | Storrs, CT

## LINKS

GitHub: aelawson

Facebook: aeriklawson

LinkedIn: aeriklawson

Twitter: aeriklawson

## COURSEWORK

### GRADUATE

Machine Learning

### UNDERGRADUATE

Operating Systems

Programming Languages

Algorithms & Complexity

Stochastic Processes

## SKILLS

### PROFICIENT

Python • Java • C# • JavaScript

### PREV. EXPERIENCE

C • C++ • PHP • Perl •

MySQL • PostgreSQL •

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

## INTERESTS

Long-distance running • Biking • Ultimate frisbee • Restaurant crawls • Video games • Movies

## 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 new core feature that aggregates and translates tagged users' social media posts.
- Built with C#, JavaScript, and ASP.NET MVC.

### SCHWARTZ LAB | Software Developer

Aug. 2014 - May 2015 | Storrs, CT

- Shipped LincusAnalytics - a text analysis engine for identifying and comparing research funding across universities.
- Wrote several automated scrapers used daily to mine web data, including HTML and GMail accounts.
- 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 player 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 using JavaScript and Socket.IO.
- Developed a REST API / backend using Node.js, Redis, and PostgreSQL.

### BYPATH (CODE FOR BOSTON)

Jan. 2016 - Present

- Mobile routing app to make city-wide navigation easier for pedestrians with limited mobility.
- Built with two teammates using AngularJS, Node.js, and PostgreSQL.
- Published (in alpha) on the Apple App Store and Google Play.

### 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.
- Worked with two senior capstone teams to create a navigation and sensor system using C++ and Arduino.
- Developed a real-time, distributed system that fuses 3D point clouds generated by multiple robots using C++, PCL, and ROS.