ANDREW ETHAN YAROS

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EDUCATION

B.S. Computer Science • Drexel University • Philadelphia, PA • 2013 - 2019

Concentrations: Software Engineering, Human-Computer Interaction • Minor: Architecture

TECHNICAL PROJECTS

Developer / UI Designer   •   JPaint   •   July - September 2019

- 10 week class project to develop a paint clone in Java using the Swing UI Toolkit
- Planned implementaton of the UI by drawing sketches and creating a paper prototype
- Utilized a model-view-controller architecture for a more easily maintainable design
- Implemented features including customizable tools such as a paintbrush, an eraser, line and shape drawing tools, a paint-bucket tool, and a color-picker
- Created an advertisement for the program using only the program itself

Front - end Web Developer   •   Checkers Online   •   June - September 2018

- 10 week class project to develop an online checkers game using a client/server model
- Developed client application using HTML/CSS and Javascript with a canvas-based UI
- Coordinated with group members to design GET/POST requests for communicating game state information with the server application
- Assisted with writing project documention, including a requirements specification document, a software design document, and documentation of test cases

EXPERIENCE

Co-op • Campbell Soup Company • Camden, NJ • April 2019 - January 2020

- Assisted with the development of a new internal HR portal using ServiceNow, visible to all employees of the company
- Responsibilities included defining of project requirements, UI design, and customization of the portal, including creation of user criteria and queries using the Glide Server API
- Completed cataloging and migration of data from an older portal system; the modularity of the new system allowed for a 66% reduction in the number of pages of content
- Reduced expenses by $200,000 annually by eliminating use of a legacy software system
- Led a training class of 50 HR associates on the usage of the portal's back-end

SOFTWARE

C / C++ / Python / Go	IntelliJ IDEA (IDE)	Git (Version control)
Linux and UNIX systems	Eclipse (IDE)	Unity 3D
Microsoft Windows	Xcode (IDE)	Adobe Creative Suite
Macintosh OS X (macOS)	VIM (Text editor/"IDE")	Bash scripting

SKILLS & COURSES

Software Design	Software Security	Graphical User Interfaces
Object-Oriented Programming	Software Engineering	Architectural Design
System Architecture	System Programming	Computer Aided Design