

ANDREW FROLKIN

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ABOUT

Creative, self-motivated, and ambitious 3rd year Computer Science student with a passion for all things Android. Dedicated to developing functional and well-designed mobile applications. Fast learner, eager to meet challenges and quickly embrace new concepts. Collaborative team member, also capable of working individually with minimal supervision. Excellent problem solving skills; developed through work experience and personal projects.

SKILLS SUMMARY

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|-----------------------|--|
| Languages | Java, C, C++, C#, HTML, CSS, JavaScript, jQuery, CoffeeScript, BASH, Gherkin, Scheme, MIPS Assembly, MatLab |
| Software/Tools | Android Studio, Eclipse, Unity, Selenium, Git, SVN, JUnit, Adobe Creative Suite, LibGDX, Pootle, GDB, Valgrind, BlackBerry Android Runtime |
| Skills | Android Dev, Game Dev, Web Dev, Concurrent/multithreaded Dev, OOP, Linux/Unix, RESTful Services, Functional & Unit Testing |

WORK EXPERIENCE

Enterprise Solutions Developer

May 2015 – August 2015

BlackBerry, Waterloo, Ontario

- Worked effectively with the Developer Relations team to support clients and the developer community with technical Android and enterprise application issues
- Acquired a strong familiarity with BlackBerry's Android Runtime by developing sample applications, writing technical [blog posts](#), and improving existing documentation
- Created open source sample Android applications for [Mapping solutions](#), [Push Notifications](#), [Widgets](#), and [intent invokers](#) for BB10 devices

Android Developer

September 2014 - December 2014

OANDA, Toronto, Ontario

- Collaborated with the Mobile team to ship OANDA's multilingual forex trading [fxTrade 4.0 app](#) with support for phones and tablets on Android 2.2+
- Coordinated with HSBC to develop and ship MarginFX for Android
- Implemented back end and front end code, tests and test plans for fxTrade SDK

Web Developer

January 2014 – April 2014

OANDA, Toronto, Ontario

- Closely coordinated with the Web team for on-going development of the [Web GUI version of OANDA's fxTrade platform](#) using CoffeeScript, HTML, SASS, and NodeJS
- Employed behaviour driven development techniques to design and implement unit and functional using MochaJS, CucumberJS, and Selenium WebDriver
- Member of winning team for semi-annual company-wide hackathon for developing an algorithmic trading program utilizing OANDA's Open Rest API

Software Programmer

May 2013 – September 2013

IYB Consultants, Markham, Ontario

- Worked independently to develop a responsive front-end HTML5 version of IYB's ScrapIt application and implemented additional RESTful web services
- Built, maintained and installed Linux machines for clients as well as office personnel
- Provided instructive technical support for clients

EDUCATION

Bachelor of Computer Science – SE Option

September 2012 – Present

University of Waterloo

Relevant Courses and Activities

- CS246: Algorithm Design and Data Abstraction
 - Achieved a perfect grade on final group project which incorporated all CS246 topics through development of a Tetris-like game in C++
 - Demonstrated Builder, Factory, Decorator, Visitor patterns
- CS341: Algorithms
 - Assignments involving the design and analysis of data structures and algorithms for various use cases
- Member of University of Waterloo, Computer Science Club
 - Participated in Hackathons, coding events and gatherings
 - Attended Computer Science events and talks

PERSONAL PROJECTS

Dino Hop (In development) (github.com/afrolkin/Dino-Hop)

- Endless runner game inspired by Google Chrome's T-Rex Easter egg game featuring extensive customization options for Android, iOS and Web, developed in Unity2d

Chameleon Clock (In development) (github.com/afrolkin/chameleon)

- Highly customizable, material design Android Wear WatchFace and clock widget
- Utilizes latest M and L APIs for dynamic clock colors dependent on background

Shapes App (github.com/afrolkin/shapes)

- Multiplatform game inspired by "dots", "JustGet10", and "Candy Crush"
- Developed using Java and LibGDX framework utilizing Scene2d scene graph for simplified hit detection, actions and 2d drawing

Endless Runner App (github.com/afrolkin/android-app)

- Utilized basic MVC principles to create an "endless runner" game for Android
- Developed using Java and LibGDX framework to allow for simultaneous multiplatform development for HTML5, iOS, and Android

Personal Website (www.andrewfrolkin.com)

- Developed a responsive, material design personal website in HTML5, JavaScript and CSS3 utilizing Materialize CSS and wow.js.