

ANDREW FROLKIN

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ABOUT

Creative, self-motivated, and ambitious 4th year Computer Science student with a passion for software engineering. Dedicated to developing functional and well-designed applications. Fast learner, eager to tackle 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

Languages	Java, Swift, NodeJS, C++, C, Objective-C, SQL, JavaScript, HTML, CSS, CoffeeScript, C#, Gherkin, Scheme, MIPS Assembly, MatLab
Software/Tools	Android Studio, Xcode, Unity, Selenium, Git, SVN, IBM Watson & BlueMix, Adobe Suite, LibGDX, Pootle, BlackBerry Android Runtime
Skills	Android Dev, iOS Dev, Game Dev, Web Dev, Concurrent/multithreaded Dev, OOP, Linux/Unix, RESTful Services, Functional & Unit Testing

WORK EXPERIENCE

Mobile Developer

Jan 2016 – April 2016

IBM Interactive Experience, Toronto, Ontario

- Created iOS and TvOS Swift applications for ABM authorization, out-of-band authentication, branch check in, digital document generation, and eSignature
- Developed NodeJS abstract layer REST API for eSignLive, Box, and Alfresco services
- Conducted application demos for Scotiabank Execs resulting in multiple new clients
- Proactively engaged with Scotiabank Business Analysts to determine functional and non functional requirements for proof of concept applications

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
- Developed open source sample Android applications for [mapping solutions](#), [push notifications](#), [widgets](#), and [intent invokers](#) for BB10 devices
- Acquired a strong familiarity with BlackBerry's Android Runtime by developing sample applications, writing technical [blog posts](#), and improving existing documentation

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 as well as tests 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 & 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
- CS446: Software Design & Architecture
 - Final project involving the development of a mobile app in a team of three
- Member of University of Waterloo, Computer Science Club
 - Participated in Hackathons, coding events and gatherings

PERSONAL PROJECTS

Material Board (In development)

- Android Dashboard application designed to interface with Chromecast
- Enables users to define an area to post widgets for a personalized team dashboard

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

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 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.