

# ANDY HORNER

SOFTWARE ENGINEER  
DEVELOPER ADVOCATE  
PROBLEM SOLVER

---

## CONTACT

567-674-6024

RECRUITING@HORNER.CODES

RECORDINGS OF PAST  
PRESENTATIONS AVAILABLE UPON  
REQUEST

CODE SAMPLES AND OPEN SOURCE  
CONTRIBUTIONS CAN BE FOUND AT

ANDY.HORNER.CODES

## PROFILE

---

An intelligent, dependable, and detail-oriented software developer who consistently reaches above and beyond defined goals. I always seek to improve my team's developer experience by reducing toil and repetitive tasks.

## EXPERIENCE

---

### SENIOR SOFTWARE ENGINEER

USA TODAY NETWORK | JUNE 2015 - PRESENT

- Designed and developed an Android news platform using flexible techniques to deploy a full-featured application within hours
- Created an automated deployment process for building and publishing Android applications to the Google Play Store
- Built and scaled the Android news platform to 58 applications
- Migrated Android platform's Java codebase to Kotlin
- Integrated several APIs and mobile SDKs to the Android platform
- Founding member and contributor to the Content API - A GraphQL interface built with Golang that powers the USA TODAY Network
- Saved significant developer time by reducing CI/CD build duration while increasing test coverage with a comprehensive Jenkins pipeline

### SOFTWARE ENGINEER CONSULTANT

VARIOUS | OCTOBER 2014 - PRESENT

- Improved business efficiency and cost savings by architecting systems to automate a significant portion of everyday tasks
- Designed, developed, and maintained systems for managing intake of work, contractor assignment, and report generation

## EDUCATION

---

### BACHELOR OF SCIENCE, COMPUTER SCIENCE

BOWLING GREEN STATE UNIVERSITY | 2011 - 2015

## TECHNICAL SKILLS

---

- |                                   |                            |
|-----------------------------------|----------------------------|
| • Distributed systems             | • Terraform                |
| • GCP/AWS cloud providers         | • Jenkins CI/CD and Groovy |
| • Docker/Kubernetes/Helm          | • CDN development (Fastly) |
| • Golang development              | • API gateway development  |
| • Node.js/React.js                | • Test automation          |
| • Java/Kotlin Android development | • Monitoring and analytics |

## PERSONAL PROJECTS

---

### IOT DEADBOLT LOCK

- Designed, 3D modeled, and 3D printed a deadbolt mount powered by an ESP32 microcontroller and a servo to automate door locks
- Developed a C++ firmware for controlling the lock via Wi-Fi with future plans for Bluetooth proximity support via smartphone