

# ANDY HORNER

SOFTWARE ENGINEER  
DEVELOPER ADVOCATE  
PROBLEM SOLVER

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## 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

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

## EXPERIENCE

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### SENIOR SOFTWARE ENGINEER

USA TODAY NETWORK | JUNE 2015 - PRESENT

- Designed and developed an Android news platform using flexible techniques to release a full-featured application within hours
- Created an automated deployment process for building, testing, and publishing 58 Android applications to the Google Play Store
- Founding member and contributor to the Content API - A GraphQL interface built with Golang that powers the USA TODAY Network
- Implemented Elasticsearch indexing and querying which drives the entirety of the USA TODAY Network's site search and CMS
- Developed a custom adapter to expose Elastic aggregations via GraphQL
- Monitored self-hosted Elasticsearch clusters for performance while tuning cluster resources and optimizing horizontal and vertical scaling
- 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
- Implemented K-means clustering and optimized the Traveling Salesman Problem to efficiently route contractors to jobs, saving time and money

## EDUCATION

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### BACHELOR OF SCIENCE, COMPUTER SCIENCE

BOWLING GREEN STATE UNIVERSITY | 2011 - 2015

## TECHNICAL SKILLS

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|-----------------------------------|------------------------------|
| • 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 | • App performance monitoring |

## PERSONAL PROJECTS

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### 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