ANDREW HUNN
CONTRACT DEVELOPER

CONTACT

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EDUCATION

Eastern Michigan University
B.S. Computer Science 2018
Cum Laude: 3.63

LANGUAGES AND TECHNOLOGIES

PROFICENT:: Java, C#
MODERATE EXPOSURE:: Python, Linux, HTML, JavaScript, CSS
BRIEF EXPOSURE:: Laravel, C

ACTIVITIES

Association for Computing Machinery — Sep 2017 to Current
· President
Eastern Michigan University's local ACM chapter president.

EMU Math Club · Treasurer — Mar 2017 to Current
Duties of Treasurer includes monitoring club finances and approving any use of club money.

Eastern Michigan Undergraduate Research Symposium — Dec 2016 to Mar 2017
· Researcher
Game demo of Last Night and the development pipeline for creating a video game.

EMPLOYMENT

T-Mobile — South Lyon, MI
Mobile Expert — Oct 2017 to Current
- Sales representative for cellular devices, mobile Internet products, and more.
- Duties include: hardware/software debugging, basic opening and closing procedures, cash counts, etc.

Texel Logic for Jackson Dawson — Dearborn, MI
Contract Developer — Nov 2017 to Current
- Contract developer using the Unity game engine for current client project.
- Tasked with development and collaboration of large scale client applications in C#.

Texel Logic for Jackson Dawson — Dearborn, MI
Developer Intern — May 2017 to Sep 2017
- Entry level development internship using the Unity game engine for client projects.
- Tasked with development and collaboration of large scale client applications in C#.

EMU Chemistry Department — Ypsilanti, MI
Laboratory Technician — Sep 2015 to Dec 2017
- Prepare, standardize, and analyze solutions for use in Chemistry laboratory classes.
- Set up and tear down Chemistry laboratory experiments.

EMU Housing & Residence Life — Ypsilanti, MI
Office Assistant — Aug 2015 to Sep 2017
- Front desk operations like mail sorting, equipment checkout, and answering the phone.
- Act as a receptionist and information source for students, parents, and guests.

PROJECTS

United Framing Carpenters Website — Jun 2017 to Jul 2017
- Freelancing website tasked with its creation and maintenance
- Purpose is to provide a review service about carpenters
- Created using HTML/CSS and JavaScript
- 2018 update to include an updated database and PHP features

Foresight — Sep 2012 to May 2013
- Co- wrote a website with three other associates using PHP and JavaScript.
- Designed and implemented the front-end of the website.
- The purpose of the website was to compare other colleges/universities in terms of pricing and degrees.
- Business Professionals of America NLC 2013 submission. Placed first in the state, second in the nation.

Last Night — Dec 2016 to Sep 2017
- Developing a first-person survival horror game.
- Created using the Unity game engine and coded using a mixture of C# and JavaScript.
- HackEastern 2016 and Eastern Michigan University Undergraduate Symposium 2017 submission.

Ford Truth About Trucks U.S Version — May 2017 to Sep 2017
- Co-wrote a Unity project as part of an internship with Texel Logic
- Purpose of the application was to showcase Ford's F150, SuperDuty, and Raptor model of trucks
- Developed using the Unity game engine in C#

UnitedShare — Jan 2017 to Jan 2017
- Co-wrote an Android application with three other associates.
- Purpose of the application was to promote charitable acts for the homeless.
- Designed the front end of the application using the Adobe PhoneGap framework.
- SpartaHack 2017 winner for Best Hack for Social Good.

ChemStock — Sep 2017 to Dec 2017
- Co-wrote and managed a cross system application with four other associates.
- Purpose of the application was to provide an updated hiring system and companion app for client.
- Developed the application in Apache Cordova in HTML, CSS, JavaScript for export as Android, iOS, and web app.
- Eastern Michigan University Senior Project, Fall 2017

Ford Truth About Trucks Canada/Mexico Version — Nov 2017 to Feb 2018
- Contracted by Texel Logic to update US version of the display for Canada and Mexico.
- Purpose of the application was to showcase Ford's F150, SuperDuty, and Raptor model of trucks.
- Developed using the Unity game engine in C#.