Andrew Rindfleisch

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Education

Brigham Young University – Idaho — **Graduation April 2017**
Bachelor of Science in Computer Science — *Rexburg, ID*
Cumulative GPA: 3.9/4.0

Skills

Languages/Frameworks:

C#	Java	C++	JavaScript	ASP.NET	AngularJS
Python	Bash	SQL	R	HTML	Three.js

Tools/Other:

Linux	REST	Visual Studio	Object-oriented Design	R Studio	Unity
Agile	NetBeans	Git	Embedded Systems	Machine Learning	3D Graphics

Work Experience

LOCKHEED MARTIN
Software Engineer Associate — **C++ Software Development & ASP.NET Full-stack** — **April 2017 – Present**, *Boulder, CO*

- Wrote a program to automate code generation which allowed me to finish a project two months ahead of schedule
- Coordinated with stakeholders to gather requirements, design, and implement a new web-based internal peer review request tool

Medtronic
Software Engineering Intern — **C# Embedded Software Development** — **June 2016 – August 2016**, *Boulder, CO*

- Designed and implemented a new multithreaded start-up application in C# on Windows CE for an SpO_2 Monitor which reduced its start-up time by 10 seconds
- Created a design document which became the standard of excellence for our team in India
- Wrote test code and test protocols for the new start-up application

clearwater ANALYTICS
Software Development Intern — **Java Full-stack Web Development** — **May 2015 – August 2015**, *Boise, ID*

- Collaborated with another intern to design and implement a RESTful web service in Java using Jersey
- Worked on a team with four other interns to develop a user interface written in AngularJS
- Added additional functionality to a preexisting tool that compares data in Excel files

Projects

Augmented Reality Display — **January 2017 – April 2017**
Senior Project – C#, Unity, Bluetooth, IR Light — *BYU-Idaho*

- Developed a 3D environment which rerenders as the user moves around a room
- Tracked user movement via a Bluetooth IR camera aimed at an IR headset worn by the used

3D Maze Generator — **February 2016 – April 2016**
Personal Project – JavaScript & Three.js — *https://ajrind.github.io/Labyrinth/*

- Created an interactive 3D environment using Three.js and JavaScript
- Designed an algorithm which generates a pseudorandom maze