Andrew Maczugowski

Email: amaczugowski@gmail.com
GitHub: http://github.com/amaczugowski
LinkedIn: http://www.linkedin.com/in/andrew-maczugowski
Website: http://amaczugowski.github.io

Summary

I am a motivated, self-driven student seeking to explore new opportunities in computer science. I have experience working both as a team member and an individual contributor to personal, school, and work-related software projects. I am seeking a full-time job that will allow me to use my skills as a programmer to make a difference.

Technical Expertise

- **Proficient Languages:** Java, Python, C, Javascript, C#, Go, Kotlin
- **Frameworks:** Node.js, Angular, Express, Socket.IO, Spring, Grails, Ionic, NumPy, SciPy, OpenCV
- **Tools:** NPM, Webpack, Nginx, Unity, Maven, Gulp, MongoDB, Firebase, Google Maps API
- **Skills:** API development, REST, Git, Agile, unit testing, full stack development, algorithm analysis

Work Experience

Capital One | Software Development Intern | Richmond, Virginia | June – August 2017

- Created full stack application using Spring and Angular for developers to search for inner source products
- Individually worked on application from start to finish and completed requirements ahead of schedule
- Fulfilled expectations of full time developer, including designing, implementing, testing, and deploying code
- Designed and built performant API using Spring to find, add, update, and delete products in Mongo database
- Implemented front end logic in Angular and styled page from scratch using SCSS

Harris | Software Development Intern | Herndon, Virginia | May – August 2016

- Full product lifecycle (design, implement, test, deploy)
- Created tool to be utilized by multidisciplinary user base to digitalize tracking of company savings
- Used MEAN stack (MongoDB, Express, AngularJS, and Node.js) to build a single page application
- Implemented a RESTful API to transfer data between the AngularJS client and Express server
- Used GitHub for source code version control
- Assumed leading role on project architecture to meet requirements on schedule and within budget

Education

Virginia Tech | B.S. in Computer Science | In Major GPA 3.75 / 4.00 | Graduation May 2018

- Member of the Virginia Tech ACM-ICPC Programming Team Fall 2016 – Current
- Selected for residence at West Ambler Johnston multidisciplinary dormitory, a program structured to create an educational atmosphere promoting community growth and diversity of thought

Relevant Courses

- Principles of Computer Security (CS 4264) (currently enrolled), Algorithm Analysis (CS 4104), Human-Computer Interaction (CS 3724), Computer Systems (CS 3214), Data Structures (CS 3114)

Achievements

- Created automatic soda can opener with facial recognition using Azure Face API and Arduino that won crowd favorite and placed 9th overall at 2017 Capital One Carbon hackathon.
- Engaged in undergraduate research project that utilizes Microsoft Hololens to aid first responders. Won 1st place at 2017 ISE Research Symposium. Learned best practices for augmented reality development in Unity.
- Placed 24th out of 124 teams in the 2016 ACM-ICPC Regional Programming Competition.
- Dean's List Fall 2015 – Spring 2017, with distinction Spring 2017.
- Recipient of the William A. Hazel and Pruitt Corp. Engineering Scholarship Fall 2017 – Spring 2018.
- Recipient of the Computer Science Resources Consortium Scholarship Fall 2016 – Spring 2017.

Self-Learning Projects

- Designed application for iOS and Android using Ionic framework to help users learn their rights.
- Built real-time mobile chat website using Socket.IO and AngularJS. Hosted server on Raspberry Pi.
- Created cross-platform mobile app with Firebase and the Google Maps API to share locations between users.
- Used AngularJS and Materialize CSS to design a to-do list web client that communicates with a REST server.
- Created Node.js server with Express to create, read, update, and delete user contact data from MongoDB and allow a client to access the database with a REST API.
- Built 2D platformer game in Java from scratch to learn mechanics of game engines.