Andrew Maczugowski

Email: amaczugowski@gmail.com
GitHub: http://github.com/amaczugowski Website: http://amaczugowski.github.io

Summary

I am a motivated, self-driven student looking 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 software developer to make a difference.

Technical Expertise

- Languages: Java, Python, Javascript, C, C#, Groovy, MatLab, Lua, CSS, HTML
- Frameworks: AngularJS, Node.js, Express, Socket.IO, Mongoose, jQuery, Grails, Bootstrap CSS, Foundation CSS, Materialize CSS, Ionic, Cordova
- Development Tools: Unity, Eclipse, IntelliJ, Visual Studio, Xcode, Android Studio, Sublime, Atom, Notepad++, GNU, Vim, PuTTY, NPM, Bower, Gradle, Gulp, MongoDB, Firebase, Google Maps API
- Operating Systems: Hololens, Android, iOS, Apple OS X, Windows 7/8/10, Linux (Redhat, CentOS, Debian)
- Proven practical knowledge in creating JUnit test cases for Java projects, REST, Git version control, JSON, XML, OOP, OOD, UML, Agile software concepts, full stack development

Work Experience

Harris | Space and Intelligence Systems | Herndon, Virginia

May – August 2016, Software Development Intern

- Full product lifecycle (design, implement, test, deploy)
- Created tool to be utilized by multidisciplinary user base to digitalize tracking of company savings
- Utilized 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 Polytechnic Institute and State University | B.S. in CS | GPA 3.54 / 4.00 | Graduation May 2018

- Dean's List Fall 2015 – Fall 2016
- Recipient of the Computer Science Resources Consortium Scholarship Fall 2016 – Spring 2017
- Member of the Virginia Tech ACM-ICPC Programming Team Fall 2016
- Placed 24th out of 124 teams in the 2016 ACM-ICPC Regional Programming Competition
- Selected for residence at West Ambler Johnston multidisciplinary dormitory, a program structured to create an educational atmosphere promoting community growth and diversity of thought

School Projects

- Engaged in undergraduate research project that utilizes Microsoft Hololens to aid first responders that won first place at ISE Research Symposium 2017. Learned best practices for virtual and augmented reality development with Unity and Hololens SDK.
- Volunteered to lead engineering team through all phases of prosthetic hand design project. Built strong leadership skills by organizing team meetings, delegating responsibilities, and managing deadlines.

Relevant Courses

- Algorithm Analysis (CS 4104), Human-Computer Interaction (CS 3724), Computer Systems (CS 3214), Data Structures and Algorithms (CS 3114)

Self-Learning Projects

- Designed application for iOS and Android using Ionic framework to help users learn their rights.
- Built real-time chat application for mobile web 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.
- Utilized AngularJS and Materialize CSS to design a to-do list web client that plugs into 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 native Android app to take user input string and display data on GUI using Android Studio as IDE.
- Designed 2D scrolling simulator. Created Java applet with a GUI allowing keyboard input to control a sprite.
- Developed 2D survival game in C# using Unity and MonoDevelop IDE.
- Designed and built desktop computer. Gained experience with computer hardware and CPU overclocking.