

# Andrew McOlash

## Software Engineer

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### Education

Bachelor of Science in Computer Science  
at UW Madison

September 2011 - May 2015

- Favorite Class: Computer Graphics
- Computer Engineering Project: Built an Android Spotify app for gatherings with a Reddit-like voting system for choosing upcoming songs

### Projects

#### What's Up

November 2017 - January 2018

- Leverage multiple event apis including Facebook, EventBrite and Meetup to aggregate information about upcoming local events
- Implemented using Ionic (Angular) and Firebase to provide real time updates to new events

#### Giffing Awesome

April 2016 - June 2017

- Mobile web app that allows for users to search image sites, save and share their favorite GIFs
- Developed with the Ionic Framework and Firebase, and the APIs from Giphy, GifMe and Riffsy

### Technical Skills

#### Software Development

Java, Python, C, C++, Bash Scripting

#### Web Development

HTML, CSS, SASS/LESS, Javascript, AngularJS, Ionic Framework, Twitter Bootstrap, Jekyll, NodeJS, EmberJS

### Employment

#### Tableau Software

Software Engineer

May 2018 - Present

#### PerBlue

Software Engineer II

June 2015 - April 2018

- Collaborate with a small team to develop software infrastructure for the mobile games "Disney Heroes: Battle Mode", "Portal Quest" and "DragonSoul"
- Implement new content, combat logic, mechanics, asset management system and rendering pipeline
- Create tooling for both the art and quality assurance teams to improve their workflows
- Refactor large sections of the codebase to make development of new characters and mechanics easier and faster

#### Survey of the Health of Wisconsin (SHOW) Web Developer

November 2014 - May 2015

- Developed a public health statistics web portal from scratch
- Used web frameworks including Handlebars and HighCharts to deliver fast, reusable and mobile responsive pages
- Provided quick iterations of the website to tailor specifically to feature requests

#### Liberty Mutual

Web Development Internship

May 2014 - August 2014

- Developed mobile responsive internal web applications
- Utilized web technologies including EmberJS, Angular, NodeJS and Grunt
- Closely worked with MVC patterns and architected internal APIs

### Volunteering

#### Literacy Network

Math Tutoring

August 2017 - Present

- Provide 1 on 1 tutoring sessions for GED students in the subjects of algebra, geometry and statistics
- Personalize individual learning plans for each student
- Utilize different teaching techniques based on student needs

#### Kids Get IT

Teaching Assistant

May 2016 - November 2016

- Instruct and mentor children to teach them about technology
- Assist children in making music with SonicPi - an open source live coding music synthesizer

- Help kids learn and write real code with the service Bitsbox