Andrew McOlash

Software Engineer

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ABOUT

He is a Software Engineer at PerBlue. When not staring deeply into a text editor (usually vim, VS Code or Eclipse) and trying to solve all of the problems, he likes to bike and relax with video games. Making, developing, and 'hacking' are his passions.

WORK EXPERIENCE

Software Engineer II, PerBlue
June 2015 - Present   ⏱ 2 years 9 months

Worked on developing and implementing new content into the mobile role playing games Disney Heroes: Battle Mode, Portal Quest, and DragonSoul at PerBlue. Worked on implementing unique combat logic, content (new heroes, environments and game modes) and developing tooling for both the art team and quality assurance team.

- Continual improvement of game by working closely with multiple teams within the studio
- Develop tools for both the art teams and quality assurance teams to improve workflow
- Implement new types of combat logic and mechanics
- Refactor large sections of the codebase to improve and implement new systems to make development of new characters easier and faster

Web Developer, Survey of the Heath of Wisconsin (SHOW)
November 2014 - May 2015   ⏱ 5 months

Drafting and development for a new website/webapp that displays health statistics and public health information. This portal provides a simple way to quickly see public health information collected from SHOW.

- Used web technologies including Handlebars, Yeoman, Grunt and Bower
- Quick iterations of the website for both layout and functionality

Web Development Internship, Liberty Mutual
May 2014 - August 2014   ⏱ 3 months

Development of mobile responsive internal web applications. Worked on creating a simplified process for engaging the Mobile team using external APIs.

- Develop a greater understanding of web technologies
- Used web technologies including EmberJS, NodeJS, Twitter Bootstrap and Grunt
- Closely work with MVC pattern

Office Administrative Aide, University of Wisconsin Madison

August 2012 - November 2014   ⏲ 2 years 3 months

Work with students and office staff to organize and coordinate residence hall activities. Design event publicity used for these events. Interact with large groups of people and provide information about the residence hall and the many engaging programs offered.

- Create event publicity for residence halls
- Work with students and faculty to coordinate events

SKILLS

Sotware Development (advanced): Java, Python, C, C++, Bash / Batch Scripting.

Web Development (intermediate): HTML, CSS, SASS/LESS, Javascript, AngularJS, Ionic Framework, Twitter Bootstrap, Jekyll, NodeJS, EmberJS.

EDUCATION

Computer Science, Bachelor of Science, University of Wisconsin Madison

September 2011 - May 2015

GPA: 3.1

VOLUNTEER WORK

Teaching Assistant, Kids Get IT

May 2016 - November 2016

Work with young children to help them learn about technology. Assist children in learning about making music with SonicPi - an open source live coding music synthesizer. Also help kids make their own programs and games with Bitsbox - a service which allows users to learn to write real code with examples and step-by-step instructions.

Eagle Scout, Boy Scouts of America

January 2005 - January 2011

Held several leadership positions, led activities, taught skills to scouts, organized food drives, fund raised, and assisted in planning troop projects. Led a middle-school FIRST Lego League team as head coach for Eagle project.

INTERESTS

Software Development Experience

| Video Games | | Web Applications | | Mobile Applications | | Microcontrollers | | Wearable Technology |

Hobbies

| Biking | | Running | | Photography | | Video Games |