

Andrew Heuer

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EDUCATION

University of South Carolina

Columbia SC

Bachelor of Science in Computer Science, Artificial Intelligence Concentration

August 2024 – May 2027

- 4.0/4.0 GPA, Carolina Scholar (**Top 25** In-State USC Applicants), Palmetto Fellow
- Cybersecurity Team Chief Technology Officer, ACM Member, AI and ML Association Member

EXPERIENCE

Machine Learning Researcher

August 2025 – Present

University of South Carolina Intelligent Circuits, Architectures, and Systems Lab

Columbia, SC

- Researching efficient deployment of machine learning workloads on small, constrained, edge devices.
- Developing and training machine learning models for a variety of tasks.
- Conducting studies and publishing academic papers.

Virtual Reality Researcher

October 2024 – Present

University of South Carolina Dept. of Leadership, Learning Design, and Inquiry

Columbia, SC

- Leading the development educational multiplayer VR applications with C# and Unity.
- Integrating Unity with LLM APIs to provide AI functionality in VR.

Robotics President and Mentor

August 2024 – Present

FIRST Tech Challenge

Columbia, SC

- Lead mentor of Garnet Squadron, a high school competitive robotics team.
- Raising and managing a 4-5 figure annual budget.
- Competed at the FIRST World Championship.
- Teaching programming, CAD, and mechanical engineering.

Software Engineering Intern

May 2025 – August 2025

State Farm

Remote

- Integrated a new API and AngularJS interfaces to improve the experience of a production web app accessed by **1,000,000+** users.
- Improved API and authentication systems, optimized an API to reduce calls by **30x**.
- Improved GitLab CI/CD pipelines to increase modularity.
- Added Splunk and Dynatrace Logging to services using Terraform and Typescript.
- Competed in a corporate hackathon and created a project using Computer Vision to calculate the distance between vehicles with no calibration required.

Research Assistant

August 2023 – August 2025

University of South Carolina Institute for Rural Education and Development

Columbia, SC

- Taught programming skills, robotics, CAD, 3D modeling, and drone piloting.
- Presented new educational technologies to educators across the state and planned events hosted by **50+** teachers.

PROJECTS

Call For Code: IBM WatsonX Hackathon | IBM WatsonX AI

September 2024

- Competed in a team to quickly develop, design, and present an AI solution to a humanitarian issue.
- Won the **Second Place** prize of **\$2,500**.

ASSET Machine Learning Competition | Python, NumPy, Pandas, SciKit Learn

March 2025

- Worked with a team to develop and present a predictive machine learning model.
- Won **Second Place**

Kaggle Crypto Market Prediction Competition | Python, NumPy, Pandas, XGBoost, PyTorch

July 2025

- Used Python to build an XGBoost model with PyTorch autoencoder to predict crypto asset prices, while correcting for time series drift without validation or temporal leakage.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C#, C++, R, Bash, HTML/CSS

Frameworks: Unity Game Engine, AngularJS, Node.js

Developer Tools: Git, Docker, Github, Gitlab, Linux, Nix, VS Code, Visual Studio, Eclipse

Libraries: Pandas, NumPy, PyTorch, SciKit Learn, XGBoost, Matplotlib

Certifications: AWS Machine Learning Engineer – Associate, AWS AI Practitioner, FAA Remote Pilot