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

EXPERIENCE

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.

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.

Undergraduate Research Assistant — August 2024 – 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.

Video Game Developer — June 2023 – January 2024

Self Employed — *Remote*
- Developed a video game using the C# and the Unity Game Engine.
- Negotiated a non-exclusive licensing deal with a large online games website.
- Worked with that website's team to integrate with their advertising system.

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.

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#, 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