Andrew Heuer

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Education

University of South Carolina - Columbia SC   **Grad Date With Master's: 05/2028**
Bachelor of Science in Computer Science
- 4.0 GPA, Carolina Scholar (Top 25 In-State USC Applicants), Palmetto Fellow
- Association for Computing Machinery, Gamecock Artificial Intelligence and Machine Learning Association Member, Cybersecurity Club CTO

Relevant Coursework

Algorithmic Design 2	Digital Logic Design	Intro to Computer Architecture

Skills

Programming Languages: Java, Python, C#, Bash, HTML, CSS
Software: GNU/Linux, Github, Nix, Unity, Blender, Solidworks, Fusion 360, Onshape
Certifications: FAA Remote Pilot Certification
Courses: Unity Essentials, Unity Junior Programmer Course

Related Experience

USC Department of Educational Leadership and Policies   **10/2024 - Present**
Undergraduate Research Assistant
- Developing educational VR applications with C# and Unity.
- Integrating Unity with LLM APIs to provide AI functionality in VR.

USC Institute for Rural Education and Development   **08/2024 - Present**
Undergraduate Research Assistant
- Teaching programming skills, robotics, CAD, 3D modeling, and drone piloting.
- Presenting new technologies to local educators.

Self Employed   **06/2023 - 01/2024**
Video Game Developer
- Developed a 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.

Columbia Fireflies   **07/2023 - 08/2024**
Video Production Crew
- Set up and operate professional camera equipment.
- Managed graphics to show the score and game statistics to a live audience.

Call For Code: IBM WatsonX Workshop   **09/2024**
Second Place Winner
- Competed in a team to quickly develop, design, and present an AI solution to a humanitarian issue. Won $2,500.

ASSET Machine Learning Competition   **03/2025**
Second Place Winner
- Worked with a team to develop a predictive machine learning model, presented to a board of company executives.

Volunteering Experience

First Tech Challenge   **08/2024 - Present**
Garnet Squadron President and Lead Mentor
- Lead Mentor of a competitive robotics team for highschool students.
- Teaching programming, CAD, and mechanical engineering.