

Andrew Millman

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Skills

- **Proficient Knowledge** - iOS 7+ | HTML5, CSS3, JavaScript | Ruby on Rails | Principles of Design
- **Working Knowledge** - Android 4.0+
- **Other** - C++, DirectX SDK | Python | Arduino Development

Education

- UC Berkeley **2018 (Expected)** - BS Electrical Engineering and Computer Science - **3.9 GPA**
 - CS70 - Discrete Mathematics for Computer Science (Current)
 - CS61B - Data Structures and Advanced Programming (Current)
 - CS61A - Structure and Interpretation of Computer Programs (A)
- High Technology High School **2014** - 96.98 / 100 GPA
- College Courses at Brookdale Community College - 4.0 GPA
 - Game Programming II (A)
 - Game Programming I (A)
 - Object Oriented Programming (A)
 - Structured Program Using C++ (A)

Experience

iOS Developer at Blueprint, Technology for Nonprofits

September 2014 - Present

- Nonprofit organization at UC Berkeley, aimed at bringing technologies to local nonprofit organizations that are making social change (<http://calblueprint.org>)
- Currently developing iOS app for the Watershed Project, a nonprofit based in Richmond, CA

Full Stack Web Developer at Artsicle

February 2014 - June 2014

- Delivered new help system for artists that shows how to sell their art within the website
- Rewrote parts of the server-side test suite to improve efficiency and remove external API dependencies
- Development involved both front end (HTML, CSS, JS) and back end (Ruby on Rails framework) stacks

Android & Web Developer at PureHistory

September 2012 - March 2014

- Developed the PureHistory Android app from scratch, now on Google Play, using various libraries to fetch an RSS feed from the website and make a native experience from the phone
- Refined the website by reorganizing navigation menus purely with CSS properties

Projects

Watershed

Current Project

- App helps management of environmental efforts by the Watershed Project to reduce urban pollution in runoff
- Specific role in iOS 7,8 and Ruby on Rails – currently implementing Sites feature that allows users to browse various bioswales, rain gardens, and environmental “sites” created by Watershed and the community around the Bay Area
- Future impact will include increased environmental efforts of general community members in the Watershed Project

Tweetstep

September 2014

- Mobile app that plays a real-time melody based on tweets with certain emotions
- Specific role in iOS7 and UI/UX – responsible for visualizing relevant tweets and making them play a pleasing melody
- Created at TechCrunch Disrupt Hackathon, video presentation of project tweeted by the official @TechCrunch

Dogecache

March 2014

- Mobile-first web app that puts a spin on the game of Geocaching, but with dogecoin (<http://dogecache.com>)
- Written in Node.js, specific role in Front-End Web and UI/UX – Responsible for displaying user information and easing interaction between the user and the map in the app
- Received Most Polished App Award and Intel’s Mobile Design Award at Bergen County Academies Hackathon
- Attended New York Techday to showcase project next to 4,000 other professional startups (including Uber and Twilio)
- Articles about app written by Motherboard@Vice News, Spelunk.in, and Launch.it

CityScenes

June 2013

- Navigation app for scenic routes (<http://cityscenes.tk>) that allows users to borrow CitiBikes from NYC’s Citibank bike sharing and bike through various tourist locations while traveling to their final destination
- Specific role in Front-End Web and UI/UX – laid out main parts of the interface and styled elements for cleaner design
- Created at the Young Rewired State Hackathon in New York, based in Britain
- Won 1st Place “Best in Show” Award, traveled to the original hackathon in Britain to give a special presentation