

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 - **3.83 GPA**
 - Efficient Algorithms and Intractable Problems (current), Great Ideas in Computer Architecture (current), Discrete Mathematics for Computer Science, Data Structures and Advanced Programming, Structure and Interpretation of Computer Programs
- High Technology High School **2014** - 96.98 / 100 GPA
- College Courses at Brookdale Community College - 4.0 GPA
 - Game Programming II, Game Programming I, Object Oriented Programming, Structured Program Using C++

Experience

- iOS Engineer Intern at Vurb June 2015 - August 2015
- Made significant contributions to the in-app Group Chat feature, including properly handling input data and various network request cases, managing objects across the app through Apple's NSNotificationCenter, and conforming to Apple's Design Guidelines for a natural user experience
 - Wrote comprehensive Automation Tests with KIF-Kiwi and Xcode Unit Tests to ensure the functionality of features
 - Improved memory performance by reducing unnecessary allocation of images and views
- iOS Developer at Cal Blueprint, Technology for Nonprofits September 2014 - May 2015
- Nonprofit organization at UC Berkeley, aimed at bringing technologies to local nonprofit organizations that are making social change (<http://calblueprint.org>)
 - Developed an 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 September 2014 - May 2015
- App that facilitates management of environmental efforts by the Watershed Project to reduce urban pollution in runoff
 - Specific role in iOS 7,8 and Ruby on Rails – implemented Sites feature that allows users to browse various bioswales, rain gardens, and environmental “sites” created by Watershed and the community around the Bay Area
 - Used AFNetworking to facilitate network requests, Mantle for instantiating objects from JSON responses, and Masonry to implement Autolayout for dynamic UI
 - Currently used by the volunteers at the Watershed project as a means for a more efficient workflow
- 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