Andrew Millman

📞 (732) 320-0013
✉ andrewmillman35@gmail.com
👤 amillman.github.io
🐙 github.com/amillman

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 - **3.81 GPA**
  - Artificial Intelligence, Efficient Algorithms and Intractable Problems, Great Ideas in Computer Architecture, Discrete Mathematics for Computer Science, Data Structures and Advanced Programming, Structure and Interpretation of Computer Programs
- High Technology High School - 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
Software Engineer Intern at Pinterest   June 2016 - Present
- Currently working on the Growth Engineering team

iOS Engineer Intern at Vurb   June 2015 - August 2015
- Made significant contributions to the in-app Group Chat feature, including properly handling user input and maintaining various network requests, 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 (technical details below)

Full Stack Web Developer at Artsicle   February 2014 - June 2014
- Delivered new onboarding/help system for artists that explains 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 only 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 sentimental analysis of tweets
- 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
- Won 1st Place "Best in Show" Award at Young Rewired State Hackathon