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

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 Watershed, a nonprofit based in Richmond, CA

Full Stack Web Developer at Artsicle
February 2014 - June 2014

- Implemented brand new help center for artists on 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

- Created Android app from scratch, now published on Google Play
- In the Android app, used the Android SDK, Java, XML, and various libraries to fetch an RSS feed from the website and display on the phone
- Improved the website design by rewriting parts of the CSS styles and used WordPress to reorganize the site structure

Projects

Watershed
Current Project

- Facilitates management of environmental tree planting across cities for organization employees and volunteers
- Specific role in iOS 7,8 and Ruby on Rails – currently implementing whole new features, including the database models, UI/UX for each feature, and networking architecture
- For iOS, currently utilizing custom MVC classes, Autolayout/Masonry, and AFNetworking for development

Tweetstep
September 2014

- Mobile app that plays a real-time melody based on tweets with certain emotions
- Specific role in iOS7 and UI/UX. Used Facebook's POP library for special animations
- Created at TechCrunch Disrupt Hackathon, video presentation of project tweeted by the official @TechCrunch

Dogecache
March 2014

- Mobile-first web app based on the activity Geocaching, but with dogecoin (http://dogecache.com)
- Written in Node framework, specific role in Front-End Web and UI/UX. Utilized LESS, EJS, Jade, and Material Design
- 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. Utilized Twitter Bootstrap and principles of Flat Design
- Created at the Young Rewired State (Britain-based) Hackathon in New York
- Won 1st Place "Best in Show" Award, traveled to the original hackathon in Britain to give a special presentation