Andrew Millman

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Skills
- **Proficient Knowledge -** iOS | HTML, CSS, JavaScript | Ruby on Rails | Principles of Design
- **Working Knowledge -** Android
- **Other -** C++, DirectX SDK | Python | Arduino Development

Education
- UC Berkeley **2018 (Expected)** - BS Electrical Engineering and Computer Science - **3.81 GPA**
  - Networking, Databases, Artificial Intelligence, Efficient Algorithms and Intractable Problems, Great Ideas in Computer Architecture, Discrete Mathematics for Computer Science
- High Technology High School - 96.98 / 100 GPA

Experience
Software Engineer Intern at Pinterest   June 2016 - August 2016
- Implemented new UI Component in iOS app, Action Prompt, which is used to educate users about the value of core actions within the app and encourages them to try (e.g. repin a pin to a board, create a new board)
- Wrote backend logic in Python to handle the unique requirements of varying action prompts and return additional data based on context like browsing history and user engagement level
- Launched Screenshot Repins feature on iOS, which automatically repins a pin on detail view to a special board called Screenshots whenever a user took a screenshot of the pin
- Ran multiple A/B experiments involving the work above to test the worthiness of the features before rolling out to all users

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

VP of Projects at Cal 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)
- Led outreach and recruitment for nonprofits to work with this year
- Currently guiding Project Leaders by helping them scope project size and modularize tasks to ensure project success and development efficiency
- Past roles include Project Leader for SAGE Mentorship and iOS Developer for Watershed

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

Projects
SAGE Mentorship   September 2015 - May 2016
- App that allows student mentors to log their mentoring sessions and keep track of their progress throughout the year
- Fulfilled role as Project Leader by ensuring timely project development, team transparency and happiness
- Spent time on iOS code development and maintainability – making sure objects are modular and reusable without friction between developers
- Implemented Checkin Feature that geographically verifies mentors are truly at their assigned schools as they mentor

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 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

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 page
- Attended New York Techday to showcase project and article about app written by Motherboard@Vice News

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