Andrew Cooke

Software Engineer

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SKILLS

Front end: Javascript, React, jQuery, Handlebars, Bootstrap, Materialize, HTML, CSS

Back end: MySQL, Sequelize, GraphQL, MongoDB, Node, Express

PROJECTS

Baes - Full stack relationship app with social network

React | MongoDB | GraphQL

https://github.com/andcooke/baes

- Designed and implemented login/signup components, mutations, and queries
- Implemented all profile customization for users, including adding and deleting connections
- Added note functionality so users can leave notes for each connection made in the app
- Designed and illustrated the logo

The Shadow Tome - Full stack two-player turn-based fighting game

Handlebars | MySql

https://github.com/andcooke/the-shadow-tome

- Designed and implemented the functionality and look of the create character component
- Designed all front-end components throughout the game
- Wrote code for local storage to save player and game information for game functionality

Git Me There - Front-end travel site with a third-party API

HTML | CSS | Javascript | Materialize

https://github.com/andcooke/git-me-there

- Developed calls to third-party restaurant API to populate page with any city's top restaurants
- Implemented local storage to save recent searches
- Assisted team in all javascript logic for the site

EXPERIENCE

Austin Independent School District - Art Teacher -- McCallum Fine Arts Academy

2014-2022

- Wrote and implemented curriculum for 5 different courses and 180+ students each year
- Started and grew the Digital Arts program, managing equipment, software, and curriculum
- Oversaw participation in regional and national competitions, garnering top awards annually
- Adapted all curriculum and instruction for online-learning during the covid-19 pandemic

EDUCATION

UT Austin Boot Camp - Full-Stack Software Development Immersive Program