

# Andrew Smith

Seattle, WA  
(608) 369-3410  
andrew@andjohnsmith.com

andjohnsmith.com  
github.com/andjohnsmith  
linkedin.com/in/andjohnsmith

## Education

**Bachelor of Science** in Computer Science

**September 2016 to May 2019**

University of Wisconsin, La Crosse, WI

Coursework: Data structures, algorithms, software design patterns (Agile), development life cycle

Achievements: 3.61 GPA, completion of four-year degree in three years

## Software Projects

**Personal Website:** andjohnsmith.com (for additional information)

**Hangman** (<http://hangman-ajs.herokuapp.com>)

- Crafted a MERN stack app allowing users to play the classic word-guessing game in three difficulties
- Coded the front-end with React and Redux to efficiently manage state and render components
- Stored user and game data with MongoDB and utilized JSON Web Tokens for user authentication
- Utilized: Node.js, Express.js, React.js, Redux, NoSQL, MongoDB, JSON Web Tokens, Heroku

**Trackd**

- Developed a Spring Boot app for users to easily curate lists of their favorite songs.
- Mapped database of tracks and tracklists to their respective Java objects with Hibernate and JPA.
- Dynamically filled HTML templates with newly-added tracks and tracklists with Thymeleaf.
- Utilized: Spring, object-oriented programming, Maven, Thymeleaf, Eclipse IDE, Hibernate

**Band Trees**

- Created a Node.js web app for users to discover new bands or simply trace rock history through their favorite bands' influences and the others they went on to inspire.
- Built the user interface with React.js to efficiently render and update the artist information.
- Developed an SQLite database that relates bands to each other and their biographies.
- Utilized: JavaScript, React.js, Node.js, Express.js, HTML, CSS, REST APIs, full-stack web development

## Employment

**Junior Debug Tester**

**October 2019 to present**

Aerotek at Nintendo of America, Redmond, WA

- Manually test video games with systematic user play and debug functions to cover as many gameplay scenarios as possible and ensure a clean product is shipped.
- Craft bug reports with reproduction steps and short videos demonstrating the issue.
- Propose areas for the automation team to test certain aspects of gameplay with scripts.

**Student Lead Technician**

**September 2016 to May 2019**

University of Wisconsin, La Crosse, WI

- Served as the front-line of tech support for students and faculty at the university.
- Helped develop the student employee training program and mentored the team of 12 students.
- User-tested new university web applications and wrote client-facing documentation.

## Skills

Java, Spring, JavaScript, Node.js, Express.js, React.js, Redux, MongoDB, HTML, CSS, SQL, C, Git