

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)

Trackd (github.com/andjohnsmith/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 (github.com/andjohnsmith/bandtrees)

- 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

Hangman (github.com/andjohnsmith/hangman)

- Crafted a web app that allows users to play a customizable version of the classic word game.
- Designed a RESTful Node/Express API that stores and serves each of the user's games along with their custom difficulties, colors, and fonts.
- Utilized: JavaScript, single-page web application, jQuery, AJAX, Node.js, Express.js, HTML, CSS

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, React.js, HTML, CSS, SQL, C, Git, Unix, Linux, Windows