Andrew Smith

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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

Employment

Junior Debug Tester   **October 2019 to present**
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 reports on each bug found with the exact procedure required for reproduction and short videos demonstrating the issue
- Develop plans with the automation team for ways to test certain aspects of gameplay with scripts

Student Lead Technician/Technical Writer   **September 2016 to May 2019**
University of Wisconsin ITS Help Desk, La Crosse, WI
- Created client-facing documentation and user guides for UW System students and faculty to reduce the workload for other technicians
- Developed an orientation and training program for new technicians with Microsoft Office products and Canvas, the university's online classroom application
- User-tested new university web applications before launch and reported any bugs or issues with user interface back to the developers

Software Projects

Band Trees (github.com/andjohnsmith/bandtrees)
- Created a 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
- Utilized React Redux for the front-end and Node/Express for the RESTful back-end API
- Developed an SQLite database that relates each band to the other bands, their brief biographical information, and a select few of their albums and songs

Hangman (github.com/andjohnsmith/hangman)
- Crafted a web app that allows users to play a customizable version of the classic word-guessing game with HTML, CSS, JavaScript, and the jQuery library
- Designed a RESTful Node/Express API that stores and serves each of the user's games along with their custom difficulties, colors, and fonts

Skills

Programming Languages   **Frameworks & Other Tools**
JavaScript, Java, C, HTML, CSS, SQL   Spring, React, Node.js, Express, MongoDB, Git