

# ANDREW AQUINO

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## EDUCATION

Cornell University  
Ithaca, NY

B.S. Computer Science  
Expected 2017

## TOOLS

Java, Python, Swift, HTML/CSS, PHP, Javascript, d3, SASS, jQuery, Adobe Creative Suite, Atomic CSS frameworks, Sketch, Origami

## PROJECTS

### Dispossessed PROJECT MANAGER / DESIGNER

1 SEMESTER – Managed development of a computer game using java and LibGDX. Constructed timeline and technical documentation. Promoted team compatibility and efficiency through organizational psychology, iterative design thinking, and agile methodology. Implemented user interface design assets.

### Tether PRODUCT DESIGNER

3 WEEKS – Designed information architecture and user experience for an iOS application that creates video montages with your friends. Outlined user flow diagrams using Sketch. Iterated through several mock ups over two weeks.

## WORK EXPERIENCE

### BuzzFeed

JUN 2015 - AUG 2015  
DEC 2015 - JAN 2016

### Product Design Intern

Designed an internal tool that generates custom spreadsheets according to the company's data model. Conducted user testing and interviews with stakeholders across several different offices. Implemented my designs with an atomic CSS framework and AngularJS. Contributed to deploys using their git workflow. Designed an unobtrusive ad product for the BuzzFeed News application.

### Midnight Ideas

AUG 2014 - JAN 2015

### User Experience and Product Designer

Designed interface and architecture for an event collaboration web / iOS application. Consulted for iOS design standards and product design thinking. Designed several information architecture wireframes and user flow diagrams with Sketch. Operated as a paid offsite worker for one semester.

### Public Service Center

JUN 2014 - PRESENT

### Graphic Design Intern

Developed a strong brand identity for their Public Service Scholars program. Created print and social media advertisements for 10+ programs that promote service within Cornell University.

## COURSEWORK

Object-Oriented Programming, Functional Programming, Discrete Structures, Web Design, Computer System Organization and Programming, Game Design, Data-Driven Web Applications, Consumer Behavior, Social Psychology, Analytical Game Design, Differential Equations, Linear Algebra, Natural Language Processing

## EXTRACURRICULARS

### BreakFree Hip Hop MARKETING / ART DIRECTOR

3 YEARS – Developed brand identity and content marketing strategies. Increased ticket sales by 12% in a year and another 33% in the next year—selling out 1200 tickets. Spent over 300 hours on developing print, digital, and video content.

### Cornell App Development SENIOR DESIGNER

2 YEARS – Developed user experience and interface for an iOS application for Cornell campus eateries. Designed listening experience for a Snapchat-like music app.

### Theta Tau Engineering Fraternity MARKETING CHAIR

1 YEAR – Rebranded the organization via print advertising, professional brand identity, and a content-based social media strategy. Increased attendance for recruitment by 30%. Designed responsive frontend for [cornellthetatau.com](http://cornellthetatau.com).