Andreas Martinez

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EDUCATION

Grand Valley State University | Allendale, MI   *Expected Graduation, December 2023*
Bachelor of Computer Science (GPA: 3.49)
Extracurriculars: Vice President of Computing club, Player on GVSU Overwatch Blue (Esports Team), Participated in Esports Club & Rock Climbing Club

Vrije Universiteit | Amsterdam, Netherlands   *September 2022 - December 2022*
Studying Computer Science abroad for the Fall 2022 Semester

RELEVANT COURSEWORK

Computer Science I & II, Discrete Math I & II, System Level Programming, Data Structures and Algorithms, Database, Intro to Software Engineering, Structure of Programming Languages, and Computer Organization and Assembly

SKILLS

- Proficient in Java, Javascript, React.js, HTML, & CSS
- Some experience with Spring Framework for Java, C, C#, C++, Python, SQL & SPARQL

PROFESSIONAL EXPERIENCE

Auto-Owners Insurance | Grand Rapids, MI   *May 2022 - July 2022*
Software Developer Internship
- Created and deployed web app to make data easier to view and access when troubleshooting
- Used Java and the Spring framework for the back-end and React.js, HTML, and CSS for the front-end

GVSU Laker Store | Allendale, MI   *August 2020 - April 2022*
Laker Tech Associate
- Conducted weekly training and quizzes on electronics we sell to keep employees up to date on the most recent information
- Assisted customers to ensure they picked the best device that fit their needs, also occasionally helped troubleshoot and fix basic computer issues
- Took part in the Apple Champion program by completing additional training related to Apple products so I could better assist customers with their purchases

PROJECTS

Personal Website Portfolio   *August 2022 - September 2022*
https://github.com/andreasmartinez4/Andreas-Portfolio
- Created a personal fully responsive website portfolio to demonstrate my skills with React.js, HTML, and CSS
- Used Sanity as a back-end for certain sections of the website to make adding & removing content easier

Minecraft Mod   *March 2020 - July 2020*
https://github.com/andreasmartinez4/hell-on-earth-minecraft-mod
- Worked on a minecraft mod as part of my high school senior project, successfully incorporated many new blocks, items, tools, armor, and even got to modify terrain generation.
- Modified cave generation by making caves bigger, added stalactites, vines, and traps
- Learned a lot about Java and further developed problem solving skills that come when working with unfamiliar code