

ANDREW HOLLIGAN

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EDUCATION

University of Glasgow

September 2022 - May 2027 (Expected)

- **MSci Computing Science:** 1st Class Honours (Expected)
- Developed backend with Colyseus.js and Matter.js for an online multiplayer game, helping the team secure runner-up position at the 2024 DYHTG Hackathon

EXPERIENCE

Software Engineer, Glasgow University Software Service

October 2024 - May 2025

- **Policy Comparison Tool:** Led initial full-stack development using Django; demonstrated the project to stakeholders, explaining current functionality, missing features, and rationale behind key technical decisions
- Implemented the continuous development pipeline for the tool with GitLab CI/CD on DigitalOcean Ubuntu droplets, aiding future development
- **Whisky Data Scraper:** Used Cloudflare D1, Workflows, and Workers AI to develop a distributed scraper with two independent workflows for site crawling and data extraction
- Optimized performance by trimming unnecessary HTML elements to reduce the context window, and enabling user-defined filters to enqueue URLs based on specific criteria

Coding Tutor, Code Cadets

January 2023 - Present

- Teaching Python, HTML, CSS, and JavaScript to young learners, simplifying concepts for better understanding
- Led code-along sessions for a simple JavaScript clicker game, fostering a fun and engaging learning experience

PROJECTS

GridSweeper | React, ASP.NET, TailwindCSS, TypeScript, EntityFrameworkCore, PostgreSQL

Live

Online multiplayer web game inspired by Minesweeper

- Backend ASP.NET server with REST API endpoints and WebSocket communication
- Utilized JSONWebTokens for managing account sessions
- Endpoints and game logic tested with integration and unit tests, ensuring correct database interaction and functionality

D2Tracker | React, TailwindCSS, TypeScript, Bungie API

Live

Stat tracker site for Destiny 2 that displays and compares player stats.

- Used Bungie API and worked with large complex response JSON objects to compute player stats
- Optimised performance through parallelizing API requests and LRU caching player data in local storage
- Used versioning to ensure data consistency in local storage when updates occurred

TECHNICAL SKILLS

Languages | Java, Python, SQL, C#, HTML, CSS, JavaScript/TypeScript

Technologies | React, ASP.NET, Express.js, Docker, Django, EntityFrameworkCore, MySQL, PostgreSQL, MongoDB

Developer Tools | Git, VS Code, Figma, Trello