

ANDREW HOLLIGAN

andrew@andrewholligan.co.uk | andrewholligan.co.uk | github.com/andrew-holligan

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

Intern Developer, GuitarGuitar

June 2025 - Present

ASP.NET MVC, Microsoft SQL Server, React.js, Next.js

- **Blog Revamp (Intern Project):** Collaborated with the content team to design and develop a modern blog platform with a new tagging system, CMS integration, and improved user experience
- Created new database tables, models, services, and controllers to fully isolate the new blog from the old, enabling seamless switching via feature flags for backwards compatibility
- Wrote SQL scripts to accurately migrate thousands of legacy blog articles into the new database tables
- Built an area on the admin portal for the new blog, allowing editors to manage articles, categories, tags, and events
- Integrated the new blog with the existing CMS, giving editors full control over articles and the blog homepage, and extended the CMS with custom blog sections
- Implemented a shared banner image system to enable image reuse across articles, reducing storage

Software Engineer, Glasgow University Software Service

October 2024 - May 2025

Django, Cloudflare D1/Workflows/Workers AI

- **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
- Optimised 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

D2Tracker | Stat tracker site for Destiny 2 that displays and compares player stats

[Live](#)

React, TailwindCSS, TypeScript, Bungie API

- Used Bungie API to enable searching, computing, and comparing of player stats and activities
- Optimised performance through parallelizing batch API requests and LRU caching player data in local storage
- Implemented versioning to automatically clear outdated local storage caches after data structure changes

TECHNICAL SKILLS

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

Technologies | ASP.NET MVC, Microsoft SQL Server, React.js, Next.js, Docker, Django, MySQL, PostgreSQL, MongoDB

Developer Tools | Git, Azure DevOps, GitLab, GitHub, Visual Studio Code, Visual Studio, Figma, Trello