Andrew Hollingworth

Software Engineer

Andrew.Hollingworth@gmail.com 413-658-5882

New York City

LinkedIn | GitHub | Portfolio

I'm a web developer who loves making things, storytelling, and learning. My experiences in production, taught me to plan my code three steps ahead and stay organized. My passion for storytelling helps me articulate my ideas to others on my team accurately and effectively. And my love of learning means I'm always looking for new challenges.

Professional Experience

FULL STACK APPLICATION: Digital Dungeon Master Screen

- Designed and built full-stack web app with a Ruby on Rails back-end and a React front-end.
- Includes account authorization, dynamic and flexible rendering of data. Utilizes Material-UI React framework and responsive design to clearly and cleanly display on any device.
- Allows users to save and edit customizable reference screens for Dungeons and Dragons.

FULL STACK APPLICATION: Arcode Arcade

- Worked with a partner to build a full-stack arcade app with an Express back-end and a React front-end.
- Digital arcade contained Minesweeper clone built from scratch.
- Includes account authorization, tracking of high scores, and a back-end ranking algorithm.

Software Engineering Immersive

General Assembly

New York. NY

2019

- **Skills** React
- Javascript
- CSS
- HTML
- **Express**
- Node.js
- SQL
- PostgreSQL
- Ruby on Rails
- Git
- Testing/Debugging
- Responsive Design
- Bootstrap
- Material-Ui
- Developed fluency in full-stack web development through completing an intensive three-month program focused on Javascript, CSS, React, RESTful APIs, and Github.
- Worked collaboratively on paired programming algorithm exercises, and during one of our week long full-stack sprints.
- Built an API from scratch using Express and Ruby on Rails to set up back-end databases.

Content Coordinator

The Mill

New York, NY

2017 - 2019

- Produced shoots in New York, Los Angeles, and Vancouver for proprietary technology tests, behind-the-scenes, and 2nd unit.
- Generated budget estimates and manage working budgets during preparation for and shoot days of productions.
- Executed payment of invoices, reconciliation of petty cash, processing of payroll, and actualization of budgets.
- Assembled reels to win jobs as well as build and maintain reel library.

Assistant to Mike Myers

NoMoneyFun Films

New York, NY

2015-2017

- Participated in writing sessions developing 9 different projects.
- Organized, created materials for, and assisted with several major studio pitch sessions.
- Scheduled and orchestrated personal and professional travel itineraries for 10 trips a year, including hotels, transportation, and event coordination.
- Trained new employees on above responsibilities.

Education

General Assembly

Certificate of Completion - Software Engineering Immersive

New York, NY 2019

Medford, MA

Tufts University B.A Economics