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

FRONT-END APPLICATION: Nice to Meet You
- Built a simple tool to help people start conversations at networking events. It prompts users with random questions to help contextualize their conversations and get chatting.

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 as a team on 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 — New York, NY
General Assembly — 2019
- 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 — New York, NY
The Mill — 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 managed working budgets through preparation and shoot days of advertising productions.
- Executed payment of invoices, reconciliation of petty cash, processing of payroll, and actualization of budgets.

Assistant to Mike Myers — New York, NY
NoMoneyFun Films — 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.

Skills

- React
- Javascript
- CSS
- HTML
- Express
- Node.js
- SQL
- PostgreSQL
- Ruby on Rails
- Git
- Testing/ Debugging
- Responsive Design
- Bootstrap
- Material-Ui

Education

General Assembly

Certificate, Software Engineering Immersive

Tufts University

B.A Economics