Andrew Gross, Software Engineer

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LINKS

Portfolio, GitHub, LinkedIn

PROFILE

Software Engineer with 2.5+ years of experience building full stack applications using Angular, AngularJS, React, JavaScript/TypeScript, Ruby on Rails, C#/.NET, and PostgreSQL.

I enjoy developing concisely written software with an eye for how the end user will experience it, utilizing my degrees in computer science and cognitive science in tandem to create scalable, intuitive software solutions.

EMPLOYMENT HISTORY

Feb 2025 — Present

Software Engineer, Freelance

- Trained and refined AI code generation models for DataAnnotation by crafting C# and JavaScript prompts, analyzing code outputs, and providing feedback on correctness, security, and efficiency
- Developed full-stack SaaS web apps in Angular, C#, and .NET, fully fledged with authentication, billing, and more

Jun 2023 — Jan 2025

Software Engineer, Top Echelon Software

- Built and maintained an automated email and SMS system using Ruby on Rails, Angular, and JavaScript/TypeScript for 3,500+ TE Recruit users, reducing manual outreach by 40%
- Engineered performant RESTful APIs and optimized PostgreSQL queries using Ruby on Rails, reducing page load times across the SaaS app by up to 20%
- Led the integration of Compodoc into the Angular codebase, improving documentation and accelerating developer onboarding
- Resolved persistent issues in GitLab and Jenkins CI/CD pipelines

Apr 2022 — Jan 2023

Software Engineer Intern, Top Echelon Software

- Upgraded and refactored over 30 legacy AngularJS components into streamlined Angular components, eliminating over 2,000 lines of code and significantly improving maintainability
- Worked cross-functionally with an agile team of engineers, designers and product owners
- Crafted Jasmine and Rspec unit tests for every method written in TypeScript and Ruby, adhering to 100% code coverage

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EDUCATION

Aug 2019 — May 2023

Bachelor of Arts in Computer Science, Bachelor of Arts in Cognitive Science, Case Western Reserve University

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PROJECTS

Trend Wars

- Led a small team from idea to implementation to create Trend Wars, a spunky multiplayer word game made using Google Trends data, Python, and React, fully deployed via CDK to AWS
- Designed and developed the entire front end and UI/UX from scratch

Data Stream

- Worked as a core developer and lead sound designer in a team of 10 to conceptualize, design, and develop Data Stream, an award-winning movement-focused platformer made with Unity and C#
- Composed and implemented all music present in the game, along with various sound and visual effects such as the particle system

8 Puzzle Solver

- Implemented AI algorithms in Java such as A* search and local beam search to create a solver for the 8 puzzle
- Analyzed the performance of the algorithms with different heuristics such as Manhattan Distance or total misplaced tiles

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SKILLS

Angular / AngularJS	JavaScript / TypeScript
React	HTML & CSS
Ruby on Rails	Git
C# / .NET	Docker