

ANDREW BUNT

abunt@umich.edu

732 614 8813

Education

University of Michigan

Class of 2020

Bachelor of Science in Computer Science; GPA: 3.6

Honors Program in College of Literature, Science, and the Arts

- Relevant Coursework: Data Structures and Algorithms ([EECS 281](#)), Discrete Mathematics ([EECS 203](#)), Statistics and Data Analysis ([STATS 250](#)), Introduction to Computer Organization ([EECS 370](#))
- Languages: C++, C, HTML/CSS, Javascript, Bootstrap, Git

Experience

Statistics Online Computation Resource Analytical Toolbox (SOCRAT)

Ann Arbor, MI

Software Developer

April 2018 – Present

- Worked to build the SOCR platform, which gave various statistical and visual methods to analyze large datasets
- Added additional data visualization tools with other undergraduates to improve the existing SOCRAT platform
- Developed skills in Javascript, AngularJS, Jade, and browser debugging tools to successfully implement visualization features

Crowds and Machines (CroMa) Lab

Ann Arbor, MI

Research Assistant

May 2018 – Present

- Brainstormed future iterations of the Glance platform, designed to use crowdworkers to efficiently annotate video
- Worked with other undergraduate students to develop solutions to dependency issues Glance faced
- Attended and gave weekly presentations on relevant research papers and web development tools

Economic Development Department – Park City Municipal

Park City, UT

Data Analyst Intern

May 2017 – July 2017

- Spearheaded analysis, recommendation, and writing final staff report of the awarding of annual economic development grant of \$20,000 to a local Park City business
- Worked with economic development manager in organizing fee waiver process and analysis for special events to aid in waiving up to \$25,000 for local, community centered events
- Contributed to analysis for staff report detailing chain-business regulations and planning codes to determine if chain-businesses should be limited to protect small town atmosphere of Park City

Projects

Machine Learning Classifier

- Implemented program to read from csv files to determine the topic of a Piazza.com post based on its content
- Improved proficiency in various search-tree based data structures such as `std::map` and `std::set`

Space Invaders Video Game

- Recreated space invaders video game onto and LED Arduino matrix
- Developed skills in compilation on minimum functionality embedded systems
- Collaborated with a team of 3 other members over GitHub to optimize team productivity

Leadership

Professional Technology Fraternity – Kappa Theta Pi

Ann Arbor, MI

Website Development Committee

Winter 2017 - Present

- Member of 10 person web committee tasked with developing new Kappa Theta Pi website
- Utilized HTML/CSS, Bootstrap, and GitHub to effectively contribute to design
- In process of learning React to add backend features

MPowered Entrepreneurship

Ann Arbor, MI

Project Manager – Spotlight

Fall 2016 – Winter 2018

- Directed planning of Spotlight project, a 48-hour film and music competition designed to inspire students to embrace creativity and innovation; event consisted of over 200 participants and a promotional concert with attendance of over 800 people
- Managed budget of \$25,000 for proper use towards marketing, event planning, and concert expenses
- Recruited and led 8 talent team members and managed weekly goals of marketing, event logistics, and sponsorship for partnering with various University of Michigan organizations