

ANDREW EGGLESTON

Software Engineer

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🌐 [andreweggleston](https://andreweggleston.com)

WORK EXPERIENCE

Northrop Grumman

Software Engineer

Created an employee management database. Gained experience in **Java EE**, **angular.js**, and **SQL**. Utilized Agile software development process to organize tasks.

📅 June 2019 - August 2019

📍 Baltimore, MD

Genelec Inc.

Shipping and Tech

Designed systems for routing audio and video from production to editing. Maintained network architecture using **Dante** protocol. Configured SSL mixing console & speakers with DHCP server.

📅 March 2020 - Present

📍 Natick, MA

PROJECTS

Death By Dagger

github.com/andreweggleston/DeathByDagger

A fun game, updated for the electronic age. Made use of the **Slack API** to keep players updated on their status in the game. Created using **Go**, with data hosted on **PostgreSQL**.

Javascript Raytracing

github.com/andreweggleston/js-rtx

A small **p5.js** example created to demonstrate how raytracing can be used to make a depth effect when rendering images (as long as everything can be described as a straight line). Created during the design process of a two day hackathon.

Observer

github.com/andreweggleston/observer

A web application designed to view Dota 2 replays. Replays consist of **ProtoBuf** network packets from all players. **Observer** translates this network data into meaningful information such as player location and state. Written in **Go**, frontend with **React**.

WHS Planner

github.com/s0urc3d3v3l0pm3nt/whs_planner

A client application developed to provide students with a simple schedule planner and organizer. The application features an intuitive calendar, an automatically updating schedule, and a live news feed. The app was created using **Java**, with **JavaFX** as a graphical framework.

OBJECTIVE

Seeking a co-op / internship opportunity for Spring and/or Summer 2022.

EDUCATION

Rochester Institute of Technology

BS in Computer Science

📅 Sept 2018 - Sept 2019

MassBay Community College

AS in Computer Science

📅 May 2022

COURSEWORK

Operating Systems
Mechanics of Programming
Introduction to CS Theory
University Physics 1 & 2

SKILLS

Clearance Level - Secret

Languages

Go Python Java C Javascript

Tools

Linux Agile git SQL/OracleDB
Bash Docker Kubernetes Node.js
OIDC LaTeX

ACTIVITIES

Computer Science House

Member

📅 September 2018 - Present

Living and learning community focused on growing member's careers and knowledge.

AWARDS

President's Scholar

R.I.T

📅 Spring '18