# ANDREW EGGLESTON

#### Software Engineer

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andreweggleston

## **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

### The Center for the Arts in Natick

**Audio Engineer** 

Responsible for all audio during live shows, featuring guitar, vocals, piano, etc.

May 2018 - August 2018

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 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 in Summer and/or Fall of 2020.

## **EDUCATION**

## Rochester Institute of Technology

**BS in Computer Science** 

m Sept 2018 - Sept 2019

## MassBay Community College

**AS in Computer Science** 

May 2021

### 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 MEL

#### **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

