ANDREW EGGLESTON

Software Engineer

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andreweggleston

WORK EXPERIENCE

Genelec Inc.

Technician

Designed systems for routing audio and video from production to editing. Created network architecture using **Dante** protocol and DHCP. Created & tested software which managed DSP calibration hardware installed in speakers.

March 2020 - Present

Natick, MA

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.

m June 2019 - August 2019

Paltimore, MD

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**.

Garage Door Opener

A small script which hosts an **Apple HomeKit** server, running on a Raspberry Pi Zero W. The server is implemented in **Rust** and exposes an otherwise 'dumb' garage door as an 'accessory' that can be controlled by ones phone. The Pi Zero is wired to the garage door using the Pi's builtin GPIO ports which the script controls through Linux's /sys/ directory.

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 Summer or Fall 2023.

EDUCATION

MassBay Community College

AS in Computer Science

COURSEWORK

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

SKILLS

Languages





ACTIVITIES

Computer Science House

Member

🛗 September 2018 - Present

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

AWARDS

Dean's List

MassBay