

# ANDREW EGGLESTON

## Software Engineer

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## WORK EXPERIENCE

### Northrop Grumman

#### Software Engineer

Created an employee management database. Gained experience in Java EE, Angular, and SQL.

📅 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](https://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](https://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.

### Senior Assassin-Frontend

[github.com/andreweggleston/GoSeniorAssassinFrontend](https://github.com/andreweggleston/GoSeniorAssassinFrontend)

A web application developed to provide users with a way to interact with their Assassin Profile, hosted on **GoSeniorAssassin**. The app was built using **Node.js**, **Angular.js**, **HTML**, and **CSS**.

### WHS Planner

[github.com/s0urc3d3v3l0pm3nt/whs\\_planner](https://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 of 2020.*

## EDUCATION

### Rochester Institute of Technology

#### BS in Computer Science

📅 May 2023

### Worcester Polytechnic Institute

📅 2019

## COURSEWORK

Mechanics of Programming

Introduction to CS Theory

Honors Applied Computer Science

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