# 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. 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.

### Senior Assassin-Frontend
**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**

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**
📅 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 | 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