ANDREW **EGGLESTON**

Software Engineer

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ndreweggleston

PROJECTS

Death By Dagger

github.com/andreweggleston/DeathByDagger

A fun game, updated for 2018. 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/javascript-raytracing

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.

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.

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.

🛗 July 2018 - August 2018

♥ Natick, MA

Wayland Public Schools

Leader in Training

Responsible for overseeing and teaching students K-8 in the afterschool programs in the area.

♥ Wayland, MA

OBJECTIVE

Seeking a co-op / internship opportunity in Summer of 2020.

COURSEWORK

Computer Science for AP Students Introduction to CS Theory Honors Applied Computer Science University Physics 1 & 2

SKILLS

Languages



EDUCATION

Rochester Institute of Technology **BS in Computer Science**

ACTIVITIES

Computer Science House

Member

m September 2018 - Present

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

AWARDS

President's Scholar

R.I.T

Spring '18