

Andrew Fryzel

✉ andrewfryzel@gmail.com |  [GitHub](#) |  [LinkedIn](#)

Education

The University of Utah, Salt Lake City, UT

May 2021

B.S. in Computer Science

- **Relevant Coursework:** Computer Graphics, Computer Security, Computer Networks, Computer Systems, Data Structures & Algorithms, Human Computer Interaction, Probability and Statistics, Linear Algebra, Calculus 1-3, Physics, Astrophysics

Virginia Western Community College, Roanoke, VA

December 2017

A.S. in General Studies

Professional Experience

Proofpoint, Inc., Draper, UT

September 2020 – Present

Software Engineer Intern,

- Work with data loss prevention to create and manage services to monitor, detect, and secure data.
- Redesign key security implementations to be faster, more maintainable, and use less code.

Amazon AWS, Seattle, WA

May 2020 – August 2020

Software Development Engineer Intern,

- Analyze information to determine, plan, and install a new tool to save Amazon time and money
- Consult with engineering staff to determine design specifications and project requirements.
- Implement an essential data center project using a variety of tools and languages including: AWS Lambda, AWS Athena, AWS S3, Kotlin, Python, SQL, and JavaScript

Projects and Skills

- **Montage:** A service that simplifies and improves the video editing process in Premiere Pro.
- **Procedural Terrain Generation:** A tool that procedurally generates terrain.
- **Mnemonic Game:** A game that teaches various Mnemonics and the importance of their use
- **Sprite Editor:** A service to create, edit, and save animated .gif format Sprites for games.

Selected Skills: Java, Python, C, C++, C#, Kotlin, Scala, Perl, Swift, HTML, PHP, CSS, JavaScript, Git, Jenkins, Postman, SQL, AWS, Google Cloud, React, Node, Arduino, Raspberry Pi, OpenGL, Bash, Go, MIPS and x86 Assembly, Unity, Unreal, Linux, Windows, iOS