

Andrew Barbour
Software Engineer

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andrewbarbour.com
github.com/andrewjbarbour

Full-stack software developer with experience ranging from building and maintaining front-end React apps to managing databases and servers

Skills

JavaScript, TypeScript, React, Redux, HTML, CSS, Node, Java, Go, Python, C#, .NET, C++, Ruby on Rails, Kotlin, Bash/Shell, SQL, XML, responsive design, test-driven development

Experience

Software Engineer, Mad Air Studios, 2021 – Present

- Built a range of dynamic and responsive web apps using React for small and medium-size businesses as the main software engineer for a startup

Technical Writer Intern, Altair Engineering, 2021 – Present

- Designed and built enhanced tooltips and interfaces in Python for a major enterprise software suite
- Defined and managed the XML infrastructure

PhD Candidate, UC Berkeley, 2014-2021

- Researched and wrote a dissertation on engineering and literature that won numerous grants, awards, and prizes
- Designed and taught 7 literature, science, and engineering courses as the sole instructor

Technical Writer, 2017 – 2018

- Edited UC Berkeley academic dissertations in computer science on topics such as content delivery techniques in massive open online courses
- Helped software engineers align their writing with style guidelines

Webmaster, Qui Parle, 2016-2017

- Managed and updated the journal's website with JavaScript, HTML, and CSS

Education

Ph.D., English | University of California, Berkeley 2021
Engineering and literature

B.A., English with highest honors | UNC-Chapel Hill 2013
with coursework in Computer Science