Andrew Johnson

(702) 241-6598
Andrew@AndrewJohnson.io

Education

University of Michigan • Computer Science Engineering • Aug 2016 – May 2020

- Cumulative GPA: 3.88/4.00
- Relevant Coursework: Data Structures and Algorithms, Web Systems, Information Retrieval and Web Search, Computer Organization, Computer Security

Work Experience

Software Engineering Intern • Apple Maps • May - Aug 2019

- Participated in Agile software development process to organize daily and weekly tasks
- Reviewed existing monolithic data pipeline architecture and designed new microservice orientated architecture as a framework for future data pipelines
- Implemented and deployed multiple microservice applications with test driven development to consume and transform data for long term storage and analysis

Software Development Engineering Intern • Amazon • Finance Tech • June - Aug 2018

- Designed prototype full stack application to assist in determining the feasibility of creating a new internal application to assist and improve employees' daily processes
- Developed relationships with potential customers to determine their use cases and adjusted application design to provide maximum value to the customer
- Created comprehensive unit test suite to test application for errors and inconsistencies
- Prepared and showcased results of application implementation to advise team and organization on future uses and practicality of a full-scale adaption of the project

Engineering Intern • Sigma Engineering Solutions • June - Aug 2016 • May - Aug 2017

- Performed quantity calculations during the design stage of the Silverline Road Overpass bridge to improve material estimate accuracy
- Created 3D model of Duke Wabash Power Plant for use in bidding process to present demolition sequence to potential clients
- Modeled cellular towers planned for demolition in SolidWorks to provide engineers a representation of the structure to increase safety and efficiency in demolition
- Reviewed Silverline Road Overpass Bridge plans for errors, inconsistencies and omissions to reduce future revisions and increase accuracy

Research Assistant • UNLV Entertainment Engineering • July 2015

- Researched and devised new STEM based curriculum products for instructional use to teach and expose students to STEM concepts earlier in their education
- Tested existing STEM based curriculum products with potential users to report on the practicality and design of the product and recommend further enhancements

Projects

Time Off Manager

- Launched a new web app to move a small business from keeping track of personal and vacation days by hand to an application built with Python, React JS, and MySQL

Personal Website • AndrewJohnson.io

- Created static personal website, AndrewJohnson.io, in HTML, CSS, and React JS to showcase projects and experience.

Additional

- Skills: C++, Java, C, JavaScript, Python, React, Spring, SQL, Flask, Bash, Agile, Hadoop
- Interests: Broomball, Golf, Fantasy Baseball, Paddle boarding, Kayaking, Grilling, Hiking, Drones