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Andrew MacDonald

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Technical Skills

Strong: JavaScript, AJAX, Node.js, ExpressJS, jQuery, HTML, Heroku, Git, Bookshelf.js

Experienced: AngularJS, MySQL, MongoDB, D3, CSS, Bootstrap, Bcrypt, Backbone, Firebase, TDD, Casper,

Web Applications

What U Gonna Get?: *Personalized food recommendations/ratings* (<https://github.com/andrewomacdonald/MenuApp>)

- Wrote MySQL database schema for user information, ratings, and user preferences using Backbone.js
- Created user authentication and login/logout functionality using JWT
- Wrote backend routes and functionality for inserting information into MySQL database using Express and Node

Lunchline: *Crowdsourced application for looking up wait times at nearby restaurants* (lunchline.herokuapp.com)

- Wrote backend routes with ExpressJS and logic to store user information into MongoDB
- Leveraged Google Places API to generate directions based on user's geolocation
- Ensured app security by packaging code such that users cannot gain access to sensitive database information

DrivewayShare: *Platform allowing users to post available parking spots for rental* (drivewayshareapp.herokuapp.com)

- Collaborated with engineering team, improving product UX and refactoring existing code for modularity
- Implemented advanced form validation using Angular and MongoDB for user signup/signin

Tooter: *An Angular based Twitter client* (tooterapp.herokuapp.com)

- Built out full stack web application within 24 hour deadline
- Wrote backend server calls to Twitter's RESTful API using ExpressJS
- Created frontend communication with API using Angular, styled site in Bootstrap

Work Experience

Software Quality Assurance: *Experis, 2011-2015*

- Received numerous awards/recognitions for contributing large amount of bug reports
- Tested UI/UX of web based applications such as ESPN for Xbox One and Halo: Waypoint
- Performed network throttling testing for multiplayer games and streaming applications
- First-hand experience in the development process working on AAA projects such as Sunset Overdrive and Halo 4
- Utilized Microsoft Visual Studio to gather call stack information for software engineers to debug
- Experience using multiple bug tracking databases such as JIRA and Microsoft Team Foundation Server
- Provided input to increase efficiency of in-house debugging tools

Education

MakerSquare (Santa Monica, CA): Immersive advanced software engineering program, 2016

University of Oregon (Eugene, OR): BS in Journalism: Electronic Media, 2002-2008

- **Relevant Courses:** Advanced Calculus, Differential Equations, Electromagnetism

Personal

Former standup comedian who plays probably too much Team Fortress 2. In the past year and a half I've lost 110 pounds by running a marathon and eating more oatmeal and plain turkey sandwiches than any person should ever eat in their life.