

Andrew Vattuone

San Mateo, CA 94402 | (650) 445-2787 | andrewvattuone@yahoo.com |
www.linkedin.com/in/andrewvattuone <https://github.com/andrewvattuone>

EDUCATION

Bachelor of Science in Computer Science and Engineering Expected Graduation: 06/2027
Santa Clara University, Santa Clara, CA

GPA: 4.0

- **Relevant Coursework Completed:** Object-Oriented Programming and Advanced Data Structures; Abstract Data Types and Data Structures; Introduction to Embedded Systems; Probability and Statistics; Discrete Mathematics; Differential Equations; Logic Design; Electric Circuits
- **Relevant Coursework In Progress:** Operating Systems; Theory of Algorithms; Linear Algebra

PROJECTS

Eco Car Finder | *HTML, CSS, JavaScript*

- Website built for the AWS x INRIX Hackathon hosted at Santa Clara University. User inputs information about what kind of car they want, including price, minimum miles per gallon, fuel type, color, and brand. Based on inputted information, program searches for appropriate cars stored in a CSV file containing information about cars currently for sale (downloaded from Kaggle). The top 10 cars that match all of the user's inputs are displayed. Cars with higher minimum miles per gallon and electric vehicles are put to the top of the list to promote the purchase of eco-friendly cars. Built with HTML, CSS, and JavaScript.

Window Maze | *Arduino, C++*

- Maze game built with photoresistors and controlled by an Arduino Uno. Maze is randomly generated and stored in a 4x3 array, with movement controlled through a 2x3 grid of photoresistors, acting as a moving "window" showing the user's current row and the row ahead. Each photoresistor represents one maze cell, and player makes a move by tapping a photoresistor. Player loses if they make 3 incorrect moves or take too long.

Othello Game | *C*

- Othello game played using the command line. User plays against AI, which determines the best possible move by calculating what will give it the highest score 3 moves later. Total score determined by board location of each tile as well as opportunities to capture more tiles. AI assumes the user makes best possible move in each scenario.

WORK EXPERIENCE

Design Intern	05/2022-09/2023
ISA Corporation, Union City, CA	05/2023-09/2023
	06/2024-09/2024
<ul style="list-style-type: none">• Updated and maintained company website with WordPress to improve site Search Engine Optimization and keep customers informed on the latest products• Created designs for solar installations using AutoCAD that aided in generating sales• Monitored and organized inventory to streamline order fulfillment• Collaborated on a 4-person team to design, develop, and build solar panel clamping device to enhance efficiency of solar equipment installation	

ACTIVITIES

Member of Alpha Sigma Nu Jesuit Honors Society	01/2025-Present
Member of Competitive Programming Club	09/2024-Present
Member of Association for Computer Machinery at SCU	02/2024-Present
Santa Clara University Club Swim Team	09/2023-Present
Swim Across America Charity Swimmer	05/2022-Present
Flight Teen Volunteer at Hiller Aviation Museum	05/2022-09/2023

RELEVANT SKILLS

Languages: C, C++, HTML, JavaScript, CSS, Java, Verilog, Assembly, Python, OOP
Applications: Excel, Visual Studio Code, AutoCAD, TinkerCAD, Arduino