

Andrew Dai

(615) 370-2812 • andrewyushengdai@gmail.com • github.com/andrewydai • linkedin.com/in/andrewydai • andrewydai.com

Available starting September 2023

Education

Northeastern University, Boston MA

Sep. 2018 – May 2022

B.S. in Computer Science, 3.9/4.0 GPA, Honors, Dean's List

Skills

Languages: JavaScript, TypeScript, Python, C#, Ruby, Java, SQL, HTML, CSS

Libraries/Frameworks/Technologies: React, Vue, Django/DRF, Git, GraphQL, Ruby on Rails, AWS, ElasticSearch, Docker

Professional Experience

Software Engineer 1, PathAI

Sep. 2022 - Jun. 2023

- Designed and tested migrations of hundreds of thousands of rows of client ingestion data in order to maintain backwards-compatible data viewing of our new release.
- Developed a new system for handling policy acceptance on the platform, enabling adding new versions and different document types, requiring fresh acceptances, and tracking acceptances.
- Created system design for a view-only user role for developers to use production without risk and to require manual permission raising for better tracking of production changes. Led design discussions and review with Security and team.
- Utilized: TypeScript, Python, Vue, Django, DRF, Docker

Software Engineer Co-op, AppFolio

Jan. 2021 – Jun. 2021

- Developed a dispatch feature that allows operators to make automated robocalls to inform technicians of maintenance requests, greatly reducing the need for manual calls.
- Created a solution to allow clients to view tenant text conversations with maintenance technicians and operators, significantly increasing transparency on maintenance requests for our clients.
- Designed and built a new calendar component to allow clients to easily view and plan which maintenance technicians are available at what times, replacing the manual process of reading and updating a spreadsheet.
- Utilized: TypeScript, React, GraphQL, Ruby on Rails, MySQL

Software Engineer Co-op, PowerAdvocate

Jan. 2020 – Jul. 2020

- Developed a relevance-based search page to help clients easily find the best suppliers to use in supply chain bidding events, replacing an outdated SQL search page.
- Constructed an internal pipeline to synthesize data from multiple sources of truth into a single warehouse, using AWS Lambdas and Step Functions. The pipeline enabled multiple features on the platform to consume necessary data.
- Led and created a remote onboarding experience for new co-ops, enabling them to quickly integrate and contribute to projects. Worked in with the HR and Technology departments to create remote workshops and bonding events.
- Utilized: JavaScript, Java, React, ElasticSearch, SQL (Oracle DB), AWS (Lambda, Step Functions, Redshift)

Research Assistant, Khoury College of Computer Sciences

Jan. 2019 – Jul. 2019

- Created a new tool that uses stack depth bounds to exhaustively search a system's states within bounds.
- Compared the tool with different methodologies developed by the team to assess what properties, programs, and tools can more successfully decide on an exhaustive program analysis.
- Utilized: Java, Racket

Personal Experience

Project Lead/Software Developer, SandboxNU

Jan. 2021 – May 2022

- Lead SearchNEU, a search platform with over 4,000 monthly users that helps students to better search for courses.
- Designed and developed SearchNEU Class Pages, a new feature that compiles course information into one location
- Implemented a blue-green deployment model for SearchNEU's Elasticsearch indexes to seamlessly allow index data mapping changes on production without downtime.
- Utilized: TypeScript, React, Next.js, GraphQL, ElasticSearch, AWS (ECS, EC2), PostgreSQL

Website Team Lead, Peace Through Play

Sep. 2019 – May 2021

- Led a team of developers to create a website for Peace Through Play, an after-school community service organization.
- Created workshops for new team members to teach JavaScript, React, and Git to improve developer skills.
- Utilized: JavaScript, React, Gatsby.js

Personal Projects

Twisted Towers

Nov. 2022 - Present

- Developing a fan-made version of the Tricky Towers game in Unity 2D and C#, with from scratch game management, player controls, spawning, and assets

Interests: Tennis, Cooking, Piano, Science Fiction/Fantasy, Game Design, Mathematics, Board Games, STEM Education