

ANDREW DAI

COMPUTER SCIENCE STUDENT
AVAILABLE: JAN. - JUN. 2021

CONTACT

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EDUCATION

Northeastern University

Candidate for a Bachelor of
Science in Computer Science:
3.9/4.0 GPA
Graduation: May 2022

SKILLS

Languages:
JavaScript(React, Redux,
Node), Java, Python, SQL,
HTML, CSS, Lua

Cloud Technology:
AWS (ElasticSearch, Step
Function, Lambda, RedShift,
S3)

Technologies:
Git, SVN, Jest, Enzyme

COURSEWORK

- Artificial Intelligence
- Theory of Computation
- Object Oriented Design
- Algorithms
- Foundations of Data Science
- Discrete Structures
- Fundamentals of Computer Science 1 and 2
- Number Theory

INTERESTS

- Tennis, Table Tennis, and Rock Climbing, Cooking, Game Design/TTRPG's

EXPERIENCE

Website Team Lead at Peace Through Play (Aug 2020 - Present)

- Leading a team of developers to build a ground up website for Peace Through Play, using modern frameworks (React, Gatsby). Frequently workshop and mentor junior developers to build team skills and abilities.
- Organizing and running effective, actionable meetings with Peace Through Play leaders, developers, and designers, to make the most effective workflow.

Software Engineer Co-op at PowerAdvocate (Jan. 2020 - Jul. 2020)

- **Supplier Search**
 - Developed new features for Supplier Search, a page to help clients find suppliers. Frequently dialogued and presented technical design and business needs with product owners and team members.
 - Leveraged AWS ElasticSearch to optimize search performance, improve search relevance, and add search filtering.
- **Data Pipeline**
 - Led design and development of new data pipeline across multiple teams to back Supplier Profile.
 - Built with AWS (Lambda, State Machine, S3, RedShift) and microservices, the new pipeline blends multiple origin databases and data processing for consumption by multiple teams.
- **Supplier Profile**
 - Under microservice architecture, built new web application to help clients better understand the suppliers they interact with.
 - Drove new feature ideas in collaboration with product owners, led front end architecture design, and developed in a cross-team environment.
- **Onboarding**
 - Led and created onboarding experience for the next cycle of co-ops, including skill workshops, team bonding, and knowledge sharing. Worked in collaboration with HR and Technology department to craft an effective remote onboarding experience.
 - Presented onboarding schedule to both departments, consistently communicated before/during onboarding, and Utilized retrospectives to iterate and improve unique remote experience.

Research Assistant (Jan. 2019 - Jul. 2019)

- Utilized and explored techniques in Mathematics and Algorithms to prove and develop methods for Dr. Thomas Wahl and Ph.D. student Peizun Liu.
- Tested the newly developed techniques on real world examples by creating functional programs. Analyzed the resulting data for deeper impacts and consequences in the differing techniques.

PROJECTS

Adventure Bot (Dec. 2019 - Present)

- Creating a Node.js application Discord bot, learning and utilizing the Discord.js API. Adventure Bot's goal is to give Discord users and channels easy to pick up, narrative focused TTRPG gameplay.
- Designed and implemented random character and event generation, Game Master messaging, and simple player input.

Kirby Fighter 3 (Nov. 2018)

- Produced a survival based video game at Boston Hacks Hackathon. Learned the importance of communication in first larger team collaboration environment.
- Built hit-box detection and ball-tracking mechanics from scratch, with implementation in the functional language Racket.