

Liam Andrus

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TOOLS AND LANGUAGES

- IntelliJ, Pycharm, QT, Git, Gitflow, Gradle, Microsoft Office, Minitab,
- Java, C++, and Python.

EDUCATION

Idaho State University - *Bachelor of Science in Computer Science* - 3.6 GPA

AUGUST 2019 - MAY 2023

Applicable computer science courses:

- Data Structures and Algorithms.
- Advanced Algorithms
- Advanced Object-Oriented Programming.
- Systems Programming and Assembly.
- Introduction to Software Engineering.

ACADEMIC PROJECTS

To-do List Manager Application

SPRING 2021

- Worked with a 4-person team to design and develop a small to-do list application in Java.
- Used modern UML design patterns like Use Case diagrams and Sequence diagrams to model the requirements of the system.

Monopoly Game Application

FALL 2021

- Worked on a multi-person team to design a simulation of a monopoly game in Java.
- Used agile development methods throughout each stage of the project.

Multi-dimensional Chess Application

SPRING 2023

- Collaborated with 3 others to create a fully-functional 3-board chess game with a variety of features.

- Designed and created advanced class hierarchies that contributed to the object oriented design of the project.

EMPLOYMENT HISTORY

Idaho State University IT Dept, Pocatello, ID - *IT Lab Technician*

FEBRUARY 2020 - JANUARY 2021

- Operated and maintained computer labs across campus, including large networks of computer systems and printers.

Starbucks, Pocatello, ID - *Barista*

MAY 2022 - PRESENT

- Built rapport with new and returning customers to promote the company's missions values
- Collaborated with 4 - 10 employees each shift to strategize and excite exceeding company performance standards.