

# Andy Dam

267-902-7570 | [andy-dam@outlook.com](mailto:andy-dam@outlook.com) | [linkedin.com/in/andydam](https://www.linkedin.com/in/andydam) | [github.com/andy-dam](https://github.com/andy-dam)

## EDUCATION

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<b>The University of Texas at Dallas</b>	Richardson, TX
<i>Master of Science in Computer Science</i>	May 2027
<i>Bachelor of Science in Computer Science</i>	May 2026
<i>Dean's List, All Semesters (3)</i>	GPA: 4.00
<b>Relevant Coursework:</b> <i>Operating Systems, Data Structures, Advanced Algorithms, Computer Architecture, Quantum Computing, UNIX Systems Programming, Digital Logic, Programming Language Paradigms</i>	

## TECHNICAL SKILLS

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**Languages:** Python, Java, C/C++, JavaScript/TypeScript, HTML/CSS, SQL  
**Frameworks/Libraries:** React.js, Flutter, Flask, pandas, NumPy, Matplotlib, Seaborn, scikit-learn  
**Developer Tools:** Git, VS Code, IntelliJ, VIM, Jupyter Notebook

## EXPERIENCE

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<b>Software Development Intern</b>	May 2025 – Present
<i>Paycom</i>	<i>Irving, TX</i>

## PROJECTS

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<b>FindMyFlight</b>   <i>React, TypeScript Node.js, Firebase, Express, Jest</i>	Feb 2025 – May 2025
<ul style="list-style-type: none"><li>Created a flight information website that queries current flights based on a given origin airport, destination airport, and departure date</li><li>Converted output HTML code from Figma into React components and added functionality to fields and pages</li><li>Utilized external Google Flights API for flight data while using an Express server to make API calls</li><li>Parsed API JSON output into readable flight entries through reusable React components</li><li>Used Jest to implement use-case-based test cases by simulating button clicks and filling input fields</li></ul>	
<b>Song Mood Classifier</b>   <i>Python, Pandas, scikit-learn, Flask, HTML, CSS</i>	Aug 2024 – Sep 2024
<ul style="list-style-type: none"><li>Trained a Random Forest model on 278k pre-labeled songs to classify songs based on happy, sad, calm, or exciting moods</li><li>Improved accuracy to 92% by optimizing and testing different classification models and parameters provided by scikit-learn</li><li>Built an interactive front-end interface with Flask for users to query their own songs</li></ul>	
<b>Movie Theater Reservation System</b>   <i>C++</i>	Nov 2023 – Dec 2023
<ul style="list-style-type: none"><li>Programmed a CLI program, providing the user with an input interface</li><li>Implemented the Linked List data structure to record each seat in the movie theater in a 2D grid</li><li>Utilized the HashMap data structure to simulate user authentication</li></ul>	
<b>Redbox Inventory System</b>   <i>C++</i>	Sep 2023 – Oct 2023
<ul style="list-style-type: none"><li>Created a program simulating a Redbox machine with rent, return, add, or remove capabilities</li><li>Implemented the Binary Search Tree data structure to keep record of each DVD alphabetically</li><li>Designed the Binary Search Tree to be templated to allow for any data type to be compatible</li></ul>	

## ORGANIZATIONS

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<b>Association for Machine Computing</b>	Aug 2023 – Present
<b>Association for Machine Computing Education</b>   <i>Mentee</i>	Aug 2023 – May 2024
<ul style="list-style-type: none"><li>Explored web/mobile development concepts through Udemy</li><li>Worked with a mentor that guided me through internship applications and professional development</li><li>Connected with other mentees and mentors to get a head start in developing professional connections</li></ul>	