

ANDREW BOOTH

WORK EXPERIENCE

BAE SYSTEMS INC

Computer Engineer

August 2016 - May 2017

Designed, implemented, and integrated actuation unit tests running onboard flight control computer using C and PPC assembly. Ensured code obeyed safety critical development and performance standards. Wrote Python script for translating hardware test scripts from PowerTAP probe language to GHS scripting language.

CORNING INC

Software Developer

Summers of 2013 - 2015

Reduced modeling software processing runtime by >10x, added user interface, and translated into MATLAB for additional runtime improvements and future extension. Built system for commanding and receiving data to/from array of mobile phones by leveraging Flask, Socket.IO, and Twilio. Learned Flask web framework and used to deploy to Heroku server.

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EDUCATION

APP ACADEMY

Software Development

August 2017

UNIVERSITY AT BUFFALO

B.S. in Computer Engineering

Class of 2016

SKILLS

Ruby, Python, JavaScript, C, Ruby on Rails, Flask, Node, React, Redux, jQuery, HTML, CSS, SQL, MongoDB, Twilio, Socket.IO

PROJECTS

SLINK.CHAT

Slink started as a simple attempt at cloning the much-beloved team collaboration tool Slack, and quickly became an amalgamation of Slack and 90's AOL Instant Messenger.

- Implemented nostalgic channel-based real-time chat service using Rails' ActionCable for message broadcast and React/Redux for frontend state management
- Replicated classic Windows 95 style graphical interface through the use of self-defined SCSS mixins and jQuery UI's Draggable widget

PRIMORDIAL PLAYGROUND

Primordial Playground is a colorful, interactive Game of Life simulator, built with pure JavaScript, HTML, and CSS.

- Created engine with vanilla JavaScript and an HTML canvas to simulate cellular automata and their update/draw loops
- Built user interface using HTML and SCSS generated CSS allowing users to update simulation parameters and interact with the game environment in real time

REGEXTRANSLATOR.COM

A two-way translator for those regular expressions you forgot to document.

- Collaborated with 3 other developers utilizing GitHub and the Heroku pipeline
- Handled redux cycle design and implementation, real-time translation updating, and syntax validity checking