Andy Gelfo

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OBJECTIVE: Seeking an internship position in software engineering or web development, utilizing tools such as Java, C#, JavaScript, C++, and more to maintain complex applications and/or create appealing, functional websites

🎓 EDUCATION

Computer Science (Major) | Digital Media (Minor) | University of Central Florida, Spring 2024

Pursuing a Bachelor of Science degree in Computer Science and minor in Digital Media. Current GPA: 3.933

💼 PROJECTS AND EXPERIENCE

Data Aggregation & Research Intern (C#) | Self-Help Credit Union | Summer 2022

-Used C#, web-scraping, Blazor, and SQL to gather data of 180,000+ local businesses, organized on a website

-Programmed every single day, learning workplace standards and how to pace oneself in a large, self-driven project

Full-Stack Contact Manager Application (HTML, CSS, JavaScript, PHP, SQL) | Spring 2023

-Worked with a small group to develop and maintain a website where users can sign up to manage contacts

-Built teamwork and leadership skills via this collaborative project, in which my role was the Front-End

-Solidified my knowledge of the software engineering process, including design for API, Database, and Front-End

Full-Stack Workout Tracking Web & Mobile Application (MERN Stack) | Spring 2023 (Current)

-Working with a small group to create a MERN Stack application in which users can track workout goals and progress

-Gaining experience with MongoDB, Express, React, NodeJS, and larger-scale software engineering with a team

Game Development Group Project (Unity) | Spring 2023 (Current)

-Working with a small group to fully develop a 3D puzzle platformer with unique mechanics in Unity

-Gaining knowledge of game development, its team dynamics, enemy AI, and what makes a game fun to play

Recursive Word Finder Solo Project (Java) | Spring 2022

-Used backtracking to create a recursive solution to search for a given word when given a mxn matrix

KnightHacks Hackathon Inventory Manager Group Project (Java) | Fall 2021

-Simulated a GameStop shopping cart on the command line via Gradle, submitting on a GitHub repository

-Attended a variety of workshops during this weekend-long event to increase knowledge of UI, JavaScript, Unity

🛠 SKILLS

- Proficient in C#, Java, C, C++
- Experience with full-stack development & software engineering
- Strong knowledge of HTML, CSS, JavaScript, and Blazor
- Proficient in data structures & algorithms
- Strong knowledge of GitHub
- Knowledge of NodeJS, ReactJS, PHP, Bootstrap
- Strong knowledge of design principles and UX

⋯ ACTIVITIES/AWARDS

-Member of KnightHacks club at UCF

-Member of National Honor Society

-Received AP Language Achievement Award in Spring 2019

-Received Outstanding Achievement in English II Honors Award in Spring 2018