

# Andy Phan

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### EDUCATION

#### **B.S. Computer Science**

University of Washington -  
Seattle, WA  
Expected Graduation: June 2021  
GPA: 3.60

#### **Associates of Arts Transfer**

South Puget Sound Community  
College – Olympia, WA  
Graduated: June 2019  
GPA: 3.95

#### **High School Diploma**

A.G. West Black Hills HS –  
Tumwater, WA  
Graduated: June 2019  
GPA: 3.97

### WORK EXPERIENCE

#### **Musical Director** | Appletree Productions | Summer 2019

- Instructed and managed large groups of young children in learning and memorizing theatrical music
- Oversaw, directed, and organized small orchestra group rehearsals
- Performed and conducted musical shows while effectively communicating with both an orchestra and actors
- Analyzed and learned large volumes of music within tightly-bounded time limits

#### **Piano Accompanist** | Black Hills High School | Fall 2015 – June 2019

- Assisted and communicated with the lead choir director to teach various high school choirs vocal music
- Collaborated with multiple instrumental and vocal soloists to rehearse and compete in state-level competitions
- Efficiently practiced difficult sheet music in order to follow along with soloist
- Responsible for organizing a rehearsal schedule that fits best for all musicians

#### **Piano Instructor** | Self-Employed | December 2017 – February 2019

- Established own work schedule and arranged weekly lectures with every student
- Constructed multiple, adaptable learning programs to teach younger and older students in piano performance

#### **Math Tutor** | Self-Employed | Winter 2018

- Guided multiple peers for 5 hours a week on advanced high school math subjects, such as pre-calculus and calculus
- Offered guided homework help and test study sessions

### PROGRAMMING EXPERIENCE

#### **SRS-Standard Tetris** | Personal Project | December 2019

- Built a video game application clone of classic Tetris, including animations, sound effects, and music
- Written in Lua, using the LOVE2D lightweight game engine to render graphics and update game state
- Implements many modern-day Tetris features, including a hold function, level chooser, SRS-standard rotation system, saved high-scores and custom controls, delayed movement, and a random sequence generator
- Involves handling collisions, manipulating matrices, queues, and linked lists

### RELEVANT SKILLS

**Java**

**HTML**

**Linux OS**

**Python**

**CSS**

**Node.js**

**Lua**

**JavaScript**

**SQLite**