

Andy Ren

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EDUCATION

Simon Fraser University

BSc in Computer Science

Burnaby, BC

Expected May 2025

- **Relevant Coursework:** Data Structures and Algorithms, Computer Systems, Software Engineering, Object Oriented Programming, Operating Systems, Database Systems, Computer Graphics, Artificial Intelligence, Technical Writing

EXPERIENCE

QE Home | Quilts ETC

Software Developer Co-op(Full-stack)

Burnaby, BC

May 2023 - Dec 2023

- Designed a robust backend authentication system using Python (Django), enhancing security and user management, and reducing unauthorized access incidents.
- Developed and integrated user-friendly frontend authentication components with React Bootstrap, reducing the login and registration time by 40% for over 100 current employees.
- Implemented a user-friendly password recovery feature, resulting in a 50% reduction in IT support tickets.
- Constructed an efficient purchase order creation system for the company's internal web application, optimizing the procurement process and improving workflow.
- Designed and implemented a calendar showcasing ETA dates for all Purchase Orders, improving management efficiency.

PROJECTS

Spots Map - Web App([Github](#))

Feb 2025 - Mar 2025

- Developed a full-stack web app using React, Node.js, Express, and MongoDB, enabling users to mark and share locations on a map.
- Implemented user authentication with JWT and bcrypt, ensuring secure access to user-generated content.
- Integrated Mapbox API for an interactive map interface, allowing users to add, edit, and view spots.

Portfolio Website ([Github](#))

Jan 2025 - Feb 2025

- Built a personal portfolio with React and Vite to showcase projects.
- Integrated dark mode and responsive UI components for accessibility.

Broke-No-More - AI Powered Finance App ([Github](#))

Oct 2024 - Dec 2024

- Designed a Kotlin and Java-based finance management app for students to manage subscriptions, budgets, and savings.
- Integrated an AI-powered chatbot using OpenAI API to provide personalized financial tips.
- Contributed to the budget report and savings goal features, enhancing user experience and app functionality.

DDMap - Mobile App ([Github](#))

Feb 2024 - May 2024

- Created an interactive map app using React Native and Expo to help delivery drivers work more efficiently.
- Implemented key features such as location marking, user location display, login and register functionality, and a user-based rating system.

Rush for the Bus - Video Game ([YouTube Video](#))

Oct 2021 - Dec 2021

- Collaborated in a team of four to develop a Java-based mini-game, "Run for the Bus," featuring dynamic gameplay and five unique levels.
- Designed and implemented an options menu for player customization, enhancing experience.

SKILLS

- **Programming Languages:** Java, JavaScript, Python, HTML/CSS, C++, SQL, Kotlin
- **Frameworks & Libraries:** React/React Native, Django, Node.js, MongoDB, Bootstrap, TailwindUI
- **Developer Tools:** Visual Studio Code, IntelliJ, Git, Firebase, MySQL, Figma, Ubuntu, Android Studio