ANDREW KOLARITS

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PROFESSIONAL SUMMARY

Enthusiastic computer science and engineering student, eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Motivated to learn, grow and excel in the software engineering field.

EDUCATION

Expected in May 2023
Columbus, OH

Bachelor of Science in Computer Science And Engineering
The Ohio State University

- Minor in Mathematics
- 3.4/4.0 GPA

PROGRAMMING LANGUAGES

- Java
- C++
- HTML/CSS
- C
- Matlab
- Python
- Javascript
- Assembly

WORK HISTORY

Oct 2018 - Current
Canton, OH

Standardized Test Tutor / Bright Minds Learning Academy
Tutoring company for students ranging from K-12 on a wide variety of subjects

- Improved test scores by focusing on science, math, and critical thinking skills through one-on-one tutoring sessions.
- Planned lessons for allotted time to strengthen weak subjects and build skills.
- Educated students on study tips and exam strategies.
- Motivated students towards learning and studying to build self-confidence and reduce fear of failure.
- Updated required logs in Excel Spreadsheets and student documentation to keep records accurate and current.
- Worked 10 hours/week while balancing full academic course load

PERSONAL PROJECTS

Guitar Hero in Matlab / *https://github.com/andyroo123/GuitarHeroMatlab*
Group project that resulted in a playable version of the game Guitar Hero in Matlab. Responsible for partial design and complete development on the project.

- Lead a team of engineers to development a game using Matlab in order to compete in the Ohio State Software Design Project Competition
- Developed graphical user interface for user interaction with the game
- Designed basic sprites to be used in the graphical output
- Earned 1st place at The Ohio State Software Design Project Showcase (2019)

Firework Simulator / *https://github.com/andyroo123/FireWorkSimulator*
Fully designed and developed basic firework simulator using the C programming language.

- Inputs and converts hexadecimal data into a simulation
- Developed textual and graphical based output
- Designed linked list data structure from scratch
- Based on a modular designed code base for reusability and adaptability