ANDREW RAMIREZ

(661) 886-4547 • Linkedin • work@andrewramirez.io • github.com/anrami

EXPERIENCE

Software Engineer   September 2022 - Present
Amazon Web Services | Seattle, Washington

- Responsible for scaling Elastic Block Store (EBS) bootstrapping and provisioning to new generation of AWS Outposts
- Involved in full software development lifecycle, creating software architecture design documents, improving coding standards, conducting code reviews, optimizing build processes, enhancing testing, & gaining operations experience
- Developed a service that aggregates critical information for commercial Outpost EBS servers onto a React web app
- The above service significantly reduced the manual effort operators take to analyze and troubleshoot issues during operations, improving overall efficiency by 45%

Technology Analyst Intern   June 2022 - July 2022
Accenture | Los Angeles, California

- Worked on Hyperledger Cactus, a pluggable enterprise-grade framework to transact on multiple distributed ledgers
- Identified and mitigated critical security vulnerabilities, improving the overall security posture of the framework

Software Engineer Intern   October 2021 - April 2022
ChargeNet Stations | Remote, California

- Ensured data is transformed properly before being used by ChargeNet's ChargeOptsoftware
- Implemented code in JavaScript and wrote unit and integration tests to test the connection between different devices
- Wrote YAML CloudFormation scripts to aid in infrastructure as code processes, improving deployment consistency
- Streamlined the data processing workflow and enhanced the reliability of the ChargeNet platform

Software Engineer Intern   May 2021 - September 2021
Los Angeles Cleantech Incubator | Los Angeles, California

- Built a full-stack web application to manage inventory and transition the previous datastore into a database
- Developed the front-end using React, CSS, and the back-end with MongoDB, Node, Express, JSON, and JavaScript
- Utilized AWS to run an EC2 instance with S3 buckets for inventory image storage, and SES for email functionality

Web Developer   June 2018 - May 2020
California Chrome Wheel inc. | Valencia, California

- Led development of responsive, mobile-friendly web applications
- Wrote JavaScript for web app used by auto dealers and clients to place orders and manage their own inventory
- Worked with Google Analytics and administered Google Ad campaigns with monthly budget of $7500+
- Created numerous HTML/CSS landing pages for ad campaigns and improved conversion rates through A/B testing, leading to a 250% increase in lead generation.

PROJECTS

2D Roguelike Video Game (In development)   July 2024 -Present

- Developing gameplay mechanics and level designs with Paper2D in Unreal Engine 5, delivering a dynamic rogue-like experience with procedurally generated elements and challenging gameplay
- Implemented an object pooling to efficiently manage and reuse game objects, reducing performance overhead and optimizing runtime efficiency
- Conducted performance profiling and optimizations, including memory management and resource handling, to ensure a smooth and responsive gaming experience

SKILLS AND TOOLS

Programming and Libraries: Java, JavaScript, Python, TypeScript, HTML, CSS, React, C++, Node.js, JSON, Bash
Tools and Software: Amazon Web Services, Webpack, Git, NPM, Jest, Figma, Jira, Photoshop, Blender, Unreal Engine

EDUCATION

California State University Northridge | Bachelor of Science in Computer Science   Graduated May 2022

CERTIFICATIONS

Google UX Design Professional Certificate • View Certificate   July 2022