

Andrew Demmon
1255 S Maple Rd Apt 102
Ann Arbor, MI, 48103

March 31, 2023

To whom it may concern,

I am currently a senior at the University of Michigan in the College of Engineering, where I will be graduating in April 2023 with a Bachelor's degree in Computer Science and a minor in General Philosophy. Immediately after graduation, I intend to move into the work-force full time. Specifically, I am highly fascinated by development engines like Unity and Unreal, so I would love to work with those or similar software post-grad. I enjoy going into an office where I can regularly interact with my team members and others, though I do appreciate a hybrid alternative.

In regards to my professional experience, this summer I relocated to Seattle where I was a Software Development Engineering Intern for AWS. I designed and implemented an internal, backend service for a data science team to aid the efficiency of their on-call team members. Throughout the development process, I met multiple times a week with my mentor, manager, and other team members to discuss engineering strategies surrounding my project. I also met with stakeholders at the beginning, middle, and end of the project to ensure I was on track and understood their vision of functionality my software would provide. As far as I am aware, they are currently using my technical design and project handoff documents to implement a front end to make the system more visually user friendly.

During my time spent as an undergrad at the University of Michigan, I have developed a love for object-oriented programming. Having taken classes such as Database Management, Intro to Computer Security, Intro to Operating Systems, and Game Design and Development, my confidence, passion, and knowledge of programming across many fields solidified. I learned how to structure attractive, functional, and fast code by solving complicated problems. My most notable project involved using Unity and C# to create a video game from scratch on a team of four over the course of eight weeks, which included weekly deadlines, playtesting, and team management practices such as delegating a graphics, programming, and juice lead. As far as other coding practices that aren't entirely object-oriented, I worked on processing SQL queries against a relational database in Java, I am currently taking a class on Web Development and Accessibility (learning CSS and JavaScript), and I am familiar with many forms of hacking tactics and vulnerabilities like hash collisions, Bleichenbacher attacks, padding oracle, SQL injection, XSS, and a few others.

As for leadership, I have been a board member for Michigan Esports since May 2022. Michigan Esports is the official university-recognized, student-run competitive gaming club. My main duty as Rocket League Competitive Director consists of running tryouts and organizing up to five teams at once (consisting of 20-25 players total), and communicating with any outside organization that has interest in working with the university specifically when it comes to Rocket League. Additionally, I manage weekly practices, scrimmages, tournaments, and leagues. I have been active with this organization since September 2018. Shortly after I started here, I became a team captain of the B and C teams as well as the Community Director where my responsibility was to plan and organize social events.

I would appreciate the opportunity to chat with you at your convenience. Please contact me via email at aodemmon@umich.edu anytime or call or text (586)-943-2142.

Sincerely,
Andrew Demmon