

Andrew Demmon

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Education

University of Michigan - Ann Arbor *College of Engineering*

Sep. 2018 - Apr. 2023

Major: Bachelors of Computer Science

Minor: General Philosophy

Relevant Coursework: Database Management, Computer Security, Operating Systems, Game Design and Development, and Web Design, Development, and Accessibility

Preferred languages: C++/C#/C, SQL, Python

Knowledgeable in: Unity, Java, CSS, Html, JavaScript, Wireshark

Employment History

Amazon: Software Development Engineer - Intern

May 9, 2022 - Jul. 29, 2022

- Worked closely with a mentor on an internal back-end service deployed through AWS
- *Python / SQL / AWS Lambda, Redshift* – Connected to a Redshift cluster by calling SQL statements in Python via Lambda functions
- Deployed and maintained version set control via AWS Pipeline
- Attended daily and weekly team stand-ups, made presentations, timelines, and technical documents tracking my process as well as after work team social events

Project Experience

Food Fight (C#) - team of four

Oct. 2022 - Dec. 2022

- Engineering Capstone Project. Created a 3D local 1v1 combat game in Unity
- Co-lead developer, Juice team manager
- See “Food Fight” by aodemmon on itch.io, game trailer found here: [Food Fight Trailer \[Swolverines\] - YouTube](#)
- This project was also showcased at the end of the semester and competed against the other project teams’ games
- Progress tracked via Jira Project Management

Metroid 1986 (C#) - team of two

Sep. 2022 - Oct. 2022

- Recreated Metroid 1986 for the NES in Unity
- Designed and implemented a new mechanic: an AI directional switch block. When activated, it would change the movement direction of enemies that walked over it. Using this mechanic, we created new levels and explored all gameplay possibilities it would provide
- Progress tracked via Jira Project Management

Thread Library (C++) - team of three

Feb. 2022

- Implemented mutexes, condition variables, and `thread::join` to swap between multiple threads on a single CPU

“Fakebook” Oracle JDBC (Java/SQL) - individual

Sep. 2022 - Oct. 2021

- Constructed in Java and calling SQL statements, this program connected to a relational database mock-up of Facebook and executed several SQL queries

Leadership

Michigan Esports - the official, student-run, university sponsored Esports org for the University of Michigan

Board Member - Competitive Director (Rocket League)

May 2022 - Apr. 2022

- Organized and conducted tryouts every semester for up to five teams at a time (4-5 players per team)
- Attend weekly board meetings discussing the milestones, progress, and future of Michigan Esports. Found and advertised collegiate, non-collegiate, online, and LAN: leagues, tournaments, and events to all teams and captains

Interests

Professional: Unity/Unreal Engine, Accessibility in Software and Web Design

Hobbies: Climbing, ESports, Weight training, Guitar, Cooking, Casual gaming, Music