

ANDREW BLOCKI

AndrewBlocki.com • arblocki@umich.edu • (248) 880-1361
Ann Arbor, MI

EDUCATION	UNIVERSITY OF MICHIGAN College of Engineering Bachelor of Science in Computer Science, May 2021 <ul style="list-style-type: none">Cumulative GPA 3.5/4.0Completed Coursework: Data Structures and Algorithms, Database Management Systems, Intro to Machine Learning, Conversational AI, Applied Parallel Programming with GPUsWinter 2021 Coursework: Operating Systems, Software Engineering COURSERA.ORG <ul style="list-style-type: none">Completed 8 courses in Web Development & Design, including responsive front-end (HTML, CSS, JavaScript, jQuery, Bootstrap) and back-end (PHP, SQL) development basics	Ann Arbor, MI
EXPERIENCE	TD AMERITRADE Software Engineer Intern <ul style="list-style-type: none">Developed new features and implemented bug-fixes on an automated investment platform built in React and ReduxUpdated several Java-based Spring microservices to maintain application security and increase cache hit-rate to over 99.5%Worked in a Scrum-based Agile development team, releasing new software every 2 weeks	Ann Arbor, MI
May-Aug 2020	NLB CORPORATION Information Technology Intern <ul style="list-style-type: none">Refactored SQL queries to new database, improving query response time by up to 80%Automated data processing for Quality Control team by implementing Visual Basic software within existing Excel spreadsheets as well as JavaScript within fillable PDF formsPerformed routine updates and repairs of PC, printer, and server hardware	Wixom, MI
May-Aug 2019		
PROJECTS	NBA Neural Network Model [Python, ReactJS, MongoDB] <ul style="list-style-type: none">Built neural network deep learning model using the PyTorch machine learning library to project NBA final scores and make predictions against the point spread, achieving a long-term winning percentage of over 55%Coded Python scripts to automatically collect data from recent games, calculate updated player ratings, and build input data for upcoming gamesCreated web app using MERN stack (MongoDB, Express, ReactJS, Node.js) to view game projections and predictions against the point spread -- NBANeural.net Spotify Playlist Generation Web App [PHP, SQL, JavaScript, Bootstrap] <ul style="list-style-type: none">Engineered web app with Spotify Web API that allows Spotify users to generate new playlists of recommended songs based on select current playlists & favorite songsProgrammed PHP scripts to collect and analyze data from playlists and artists on SpotifyDesigned MySQL database to track user login and playlist creation Euchre Simulator [C++] <ul style="list-style-type: none">Developed Euchre card game simulation that users play within Linux terminalUsed object-oriented programming and polymorphic classes to represent players that either follow strategy automatically or are controlled by user	
SKILLS	Experienced in: C++, Python (PyTorch, Pandas), JavaScript, ReactJS, HTML, CSS, PHP, SQL Exposure to: Java, Node.js, MongoDB, Redux, AWS, Google Cloud, Bootstrap	