

# ANDREW BLOCKI

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<b>EDUCATION</b>	<b>UNIVERSITY OF MICHIGAN</b> <b>College of Engineering</b> Bachelor of Science in Computer Science, May 2021 <ul style="list-style-type: none"><li>• Cumulative GPA 3.4/4.0</li><li>• Completed Coursework: Programming and Introductory Data Structures, Discrete Math, Technical Communication</li><li>• Current Coursework: Data Structures and Algorithms, Linear Algebra</li></ul>	<b>Ann Arbor, MI</b>
<b>PROJECTS</b>	<b>Euchre Simulator [C++]</b> <ul style="list-style-type: none"><li>• Developed Euchre card game simulation that users play within the Ubuntu terminal</li><li>• Used object-oriented programming and polymorphic classes to represent players that follow a strategy automatically or are controlled by the user</li></ul> <b>Image Compressor [C++]</b> <ul style="list-style-type: none"><li>• Created a content-aware resizing tool that allows users to change the aspect ratio of pictures without distorting the image</li><li>• Implemented a seam-carving algorithm that finds and erases seams of pixels within the image until the desired size is achieved</li></ul> <b>Flight Home [GML]</b> <ul style="list-style-type: none"><li>• Designed and coded an audio-based video game for the visually impaired in GameMaker with a team of two engineers</li><li>• Consulted frequently with a visually-impaired client to test the game and collect feedback</li><li>• Wrote a game manual that was submitted to the George M. Landes Prize for Technical Communication by recommendation of a professor</li></ul>	
<b>EXPERIENCE</b>	<b>TOOLING AND EQUIPMENT SERVICE SOLUTIONS</b> <b>Quality Control Technician</b> <ul style="list-style-type: none"><li>• Deployed over 300 Amazon Robotics systems in the largest Amazon Robotics facility in the world</li><li>• Conducted multiple quality control checks on all warehouse and computer equipment</li><li>• Collaborated with Amazon engineers to solve problems with functionality of safety systems</li></ul>	<b>Detroit, MI</b>
<b>Summer 2018</b>		
<b>Summer 2017</b>	<b>NLB CORPORATION</b> <b>Parts Associate</b> <ul style="list-style-type: none"><li>• Managed precise inventory cycle counts of thousands of water jetting parts</li><li>• Processed over 1000 lbs. of ground and freight shipments every week to 7 regional branches across the United States</li><li>• Assisted in receiving 60-100 packages of incoming parts every day</li></ul>	<b>Wixom, MI</b>
<b>ADDITIONAL</b>	<ul style="list-style-type: none"><li>• Skilled in C++, MATLAB, GML, Object-Oriented Programming</li><li>• Built and continually upgraded 3 custom PCs for gaming and productivity usage</li><li>• Made a video game emulation system using a Raspberry Pi 3 and a Linux-based OS</li><li>• ACT Composite Score: 34; International Baccalaureate Diploma recipient</li></ul>	