

Andrew Hartwell

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EDUCATION

University of California, Santa Cruz, Santa Cruz, CA **Expected Graduation: June 2020**

Computer Science B.S. | Senior, GPA: 3.41

- Educational Opportunities Program Honors Student
- Winter 2019 Dean's Honors Student
- Slug Gaming Overwatch Team Captain
- **Relevant Coursework:** Data Structures (C), Algorithms and Abstract Data Types (Java and C), Analysis of Algorithms, Probability and Statistics for Engineers, Applied Machine Learning (Python), Advanced Programming (C++), Computer Architecture

PROJECTS

Pokémon Battle Prediction (Python)

University of California, Santa Cruz, 2018

- Machine Learning project that predicts winner of Pokémon battle.
- Outperformed Kaggle competition winner with implementation of neural network.
- Achieved Classification accuracy of 95.1%.

QuickTrip Android Application (Java)

University of California, Santa Cruz, 2018

- Android Studio application that utilizes google accounts to create a list sharing app.
- Lists updated and shared in real time with use of Firebase backend.

Sparse Matrix Calculator (Java)

University of California, Santa Cruz, 2017

- A calculator for performing matrix operations quickly on large matrices provided they are sparse.
- Includes operations such as matrix addition, subtraction, and multiplication.

Shortest Path of Graphs (C)

University of California, Santa Cruz, 2017

- Presents an adjacency list representation of an inputted graph
- Prints the distance of the shortest paths of specified vectors.

The Great Firewall of Santa Cruz (C)

University of California, Santa Cruz, 2017

- Word filter program using bloom filters and a hash table.
- Takes in a .txt file and notifies user of use of "bad" words and provides alternatives if possible.

SKILLS

Coding: (Proficient)C, Java;(Familiar) C++, Python

Technologies/Environment: Windows, Unix, MySQL, Bash, Git, Android Studio, Firebase, Vim