Andrew C. Rhoads

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Education

Bachelor of Computer Science   December 2014
Missouri University of Science and Technology (MS&T), Rolla, MO

Experience

Software Developer   2013 - Present
Lumate
- Developed a system for mining ad click data to help determine the probability that a particular user will click on a particular ad
- Created automated system for consuming APIs using Python
- Developed sandbox for testing ad exchange bidders based on the official openRTB specification

Software Developer   2011 - Present
Commotion Games (See recruitsgame.com)
- One of three core developers for the commercially released game *Recruits*
- Responsible for designing and developing the majority of the code for *Recruits* (over 36 thousand lines) throughout the product's lifecycle
- Coordinated and assessed remote collaborators work on the project

Software Developer Intern   2013 Summer
Cerner Corporation
- Responsible for rewriting core Chef cookbooks used in application deploys that was utilized by several different teams
- Helped create an administrator portal for a Ruby on Rails web application

IT Help Desk Support   2011 - 2013
Missouri University of Science and Technology
- Assisted faculty, staff, and students with resolving technical problems via phone and in person
- Responsible for interacting and setting up appointments with customers

Technical Knowledge & Skills

- **Languages**
    - Proficient in C++, Python, Unrealscript
    - Familiar with Java, Ruby, LaTeX, HTML, CSS, Javascript, PHP, SQL
- **Software**
    - Microsoft Visual Studio, Chef, Emacs, Mercurial, Git, JIRA, 3ds Max, Postgres
    - Operating Systems - Windows, Mac OS X, Linux (Red Hat, Ubuntu)

Activities

- Developer of the indie title Recruits (recruitsgame.com)
- Finished in the final 3 at the GlobalHack II programming competition
- KTRM college radio DJ