# Andrew Snow

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🌐 https://asnow4u.github.io/myPortfolio/

## Profile:

Software Engineer with 2+ years of professional experience designing, building, and testing 3D environments and intractable responsive websites with a focus on user experience.

## Work Experience:

**Open Source Projects**
(Current)
→ 2D VR Game utilizing Unity.
→ React website with Three.js functionality.

**AR Software Engineer – Intel**
(September 2019 – June 2020)
→ Utilized Scrum and Agile methodologies for requirements and development.
→ Designed with education of the solar system as a core focus.
→ Web based application developed using WebXR to display the solar system in a real world environment.
→ 3D environment with planetary physics simulated using Three.js

**Software Engineer Intern – Tuutkia**
(June 2019 – August 2019)
→ Assisted in development of core components for startup company.
→ Built python programs to translate local CRM data to a readable excel spreadsheet upon user request.
→ Assisted lightly with Android application, front end development.

## Education:

Oregon State University - 2020
Bachelor's Degree
Computer Science

## Languages:

C++, C#, Java, HTML, CSS, JavaScript, PHP, Python

## Skill Set:

**Full Stack**
UI / UX
React.js
Redux
Angular.js
Node.js
SPA

**3D Development**
AR / VR
WebXR
Three.js
Unity
Vector Math

**Other**
Git
Trello / Jira
Linux
Agile / Scrum