

Andrew Stephenson

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EDUCATION

University of Alabama

Bachelor of Science in Computer Science - Honors College - 4.0 GPA

Tuscaloosa, AL

Aug. 2022 – Dec. 2025

EXPERIENCE

Data Scientist (Remote)

COLSA Corporation

Aug. 2025 – Present

Huntsville, AL

- Working on TAK contract to develop plugins
- Converting custom Protobuf messages to CoT
- Emulating Jet client to send CoT messages to TAK server

Data Science Intern

COLSA Corporation

June 2025 – Aug. 2025

Huntsville, AL

- Utilized Docker and Meshroom to reconstruct bridge models using photogrammetry
- Implemented a full stack website with react, node, and a MySQL database
- Developed computer vision models using UNet and SAM3D for segmentation

Data Science Intern

COLSA Corporation

June 2024 – Aug. 2024

Huntsville, AL

- Briefed daily on project progress and blockers using agile methodologies
- Set up a drone simulation environment with Gazebo, Ardupilot, ROS, and Mavlink software
- Implemented Python algorithms, including A* for navigation and neural networks for autonomous movement, utilizing both positional and lidar data
- Utilized Docker and VirtualBox to streamline testing and development processes

PROJECTS

Portfolio Website with RAG Chatbot | *React, Node, Git, Render, OpenAI API*

Aug. 2025 – Present

- Designed portfolio website with react and node, hosting the frontend on Github Pages and the backend on Render
- Encrypted OpenAI API key for Chatbot usage on the user interface
- Encoded PDF data for Retrieval Augmented Generation (RAG), enabling the Chatbot to forward specific data

Unity Game Development | *C#, Unity, React, Git*

Sept. 2023 – Present

- Developed character scripts to control movement and add actions in accordance to equipped items
- Created an inventory management system replacing objects in the world with instances in the players inventory
- Implemented a restart screen and basic UI for starting the game
- Working on AI movement towards player with world coordinates and sensory data

EcoCAR Sensors Subteam Member | *Python, MATLAB, RTMaps, Jetson Nano, Git*

Sept. 2022 – Present

- Assignments with a Gitlab task board to complete tasks in a timely manner
- Development using MATLAB and Simulink to create a working sensor fusion algorithm
- Simulation with driving scenario designer and unreal engine through MATLAB
- Conversion of working sensor fusion algorithm to Python using RTMaps

TECHNICAL SKILLS

Languages: Python, C/C++, SQL, JavaScript, Java, HTML/CSS, MATLAB

Frameworks/Simulation Environments: .NET, EF Core, REST API, ROS, Ardupilot, Gazebo, Unity, RTMaps

Developer Tools: Git, Docker, Kubernetes, Ubuntu, Azure, VirtualBox, Power BI, Jetson Nano, VS Code, PyCharm

Libraries/Databases: TAK, Pandas, NumPy, Matplotlib, MySQL, MongoDB, React.js, Node.js, JQuery, Mavlink

ACTIVE CLEARANCE

Interim Secret: September 2025