ANDREW ST GERMAIN

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PROFICIENT SKILLS

Languages

Python | Java | JavaScript Ruby | C/C++ | HTML5/CSS3

Databases

MySQL

Other

Git/Version Control | Agile/SCRUM Bootstrap/Foundation | WordPress Adobe Creative Suite

FAMILIAR SKILLS

Misc

Swift/Objective-C | React Node/Express | AWS PHP | Scheme

WORK EXPERIENCE

Full Stack Developer - June 2014 - Present

LVSS Consulting Corporation - 3 Yrs On-Site Las Vegas, NV - 2 Yrs Remote

- Managed and influenced the incorporation of eCommerce into the small startup which has seen revenue surpass \$500,000 with over 20,000 sales in the last two years.
- Design, development, and deployment of various new responsive and functional web applications and features.
 - + This included producing design documentation, UI/UX design, integrating API's.
- Writing unit tests and maintaining code quality
- Analysis and correction of technical issues.

Software Stack: HTML5/CSS3, JavaScript, MySQL, PHP, WordPress, Bootstrap/Foundation, AWS

TECHNICAL PROJECTS

IpserLab - August 2019 - Present

Mountain View, California & Remote

- Responsible for leading an Agile development team in a company focused on early stage startups.
- Currently responsible for the UI/UX design, development of key features, and deployment of a web application based platform, with plans to expand to mobile after going to market.
- Participate in weekly team and 1-on-1 meetings to discuss future plans, technical problems, and any issues or other notes.

Software Stack: HTML5/CSS3, JavaScript, Java, MySQL, Bootstrap

EDUCATION

San Francisco State University

B.S. COMPUTER SCIENCE - EMPHASIS: ALGORITHMS AND THEORY OF COMPUTING

RELEVANT COURSEWORK

Software Engineering (CSC 648 - Spring 2019)

Led and mentored a team of 7 graduate and undergraduate CS majors in an Agile/SCRUM development environment where we created and deployed a fully functional real estate website designed to provide students with a safer means of finding housing. (HTML5/CSS3, JavaScript, Node, Express, MySQL, AWS)

Interactive Multimedia Application Development (CSC 690 - Fall 2018)

Created an iOS app which implemented Riot API that tracked and calculated live game statistics. Collaborative software engineering class for the iPhone using Swift. Improved upon Swift fundamentals, learned concepts related to memory management, unit testing, code reviews, and proper API integrations. (Objective-C, Swift)

Artificial Intelligence (CSC 665 - Fall 2018)

Created multiple projects using Al and Machine Learning concepts such as: Informed (Heuristic) and Optimal Search, Adversarial Search, Game Trees (Alpha Beta and Minmax), First Order Logic, Markov Decision Process. Projects found in GitHub. (Python)

FREQUENTLY ASKED QUESTIONS

Visa Status - U.S Citizen Availibility to Start - 1 week notice Job Type - Open to Contract and Full-Time
Relocation - Within California, preferably SF Bay Area to San Jose Interest - iOS Development and Software Development