

Andrew J. Sawyer

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EDUCATION **Auburn University**

Auburn, AL

Bachelor of Computer Science

Graduating Spring 2023

SKILLS

Interests: iOS / macOS development, interaction & visual design, video & 3D graphics

Tools: Swift, UIKit, SwiftUI, Python, C++

Programs: Xcode, Figma, Adobe Creative Cloud, Blender

WORK

Apple AR/VR Software Engineer

Starting July 2023 | Boulder, Colorado

WillowTree Software Engineer Intern

Summer 2022 | Charlottesville, Virginia

- iOS development for the Fox Sports mobile app
- Researched, implemented, & tested a natural language processing service to access content
- Learned software architecture patterns, best practices, & project specific frameworks

WillowTree Product Design Intern

Summer 2021 | Remote

- Designed mobile app & marketing website updates for Sling TV using a design system
- Created modular 3D animation for Sling.com homepage hero section
- Led an intern project to develop a visually impaired accessibility app

Digital Scientists Design Intern

2016 – 2020 | Atlanta, Georgia

- Experienced all aspects of product development
- Prototypes, UI design, style guides, website development, & branding

PROJECTS

WEST Film Camera & Effects App

2019 – Present | westfilm.club

- Designed & developed film emulation & effects iOS app
- 6M+ photos taken in the app by users, 75k downloads
- Developed in Swift utilizing UIKit, AVFoundation, MongoDB Realm, SwiftUI, & more

All Projects: design & development for iOS/macOS, web, & graphics on my site: andrewjsawyer.com

VOLUNTEER **Founded Auburn Creative Tech Club**

- Learned design, development, & electronics with fellow students

Creative at Auburn Community Church

- Motion graphics, social media, & live presentation content