Andrew Amis

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Education

B.A. in Compuer Science, *Oberlin*.   **2013–2017**

Attended Oberlin College, and obtained a B.A. in Computer Science.

Experience

Vocational

eBusiness Internship, *Symantic*.   **June–August 2015**

Worked with QA teams on relevant programming projects. I worked on a reporting dashboard for manual testing in Java, and worked on test automation for the storefront team in Go.

Work Study, *Oberlin Colege*.   **2013–2016**

Filled a variety of rules including Macintosh Desktop Support, Assistant Network Technician, and Web Developer for Oberlin IT and Psychology Departments.

Freelancer, *Townsend & Clark*.   **2014–2016**

A web design firm operating in Pennsylvania focusing on small business websites and web applications. As the backend engineer and systems administrator, I developed several Rails applications ranging from the simple (`http://voteannelazarus.com/`) to complex (`http://camp.stns.us`), while my colleague did front end design and client communication.

Computer Technician, *Georgiana Bruce Kirby*.   **2008–2013**

Assisted the IT administrator at my highschool in his maintenance of the school's network, comprising approximately 100 Windows machines, routers, switches, and central servers. Additionally worked on the school's Rails application, reducing downtime (which had been significant) by 50-70%

Web Developer, *Codulous*.   **2011**

Summer 2011, I started a company with two friends through the Teens in Tech program, a rigorous startup incubator aimed at teens. I handled backend code and system administration for the company. Although now defunct, it was an online code editor, at `https://codulo.us/`.

Smaller Projects

System Administrator, *AYPSELA*.   **2008–2014**

A gaming club in highschool. I ran the group's Minecraft, Mumble, and TF2 servers.

Attended, *COSMOS*.   **2012**

In the summer of 2012, I attended the prestigious COSMOS program at UCSC for video game design. You can find the game I made at `http://atamis.me/2012/08/05/planet-5/`.

Built, *OpenThought*.   **2011-2015**

OpenThought is web application I wrote to hold, sort, and list notes, or thoughts, for myself and others. I use it as a note pad, a bookmarking service, and a place to store chunks of text I'll need later. You can find it at `http://openthought.herokuapp.com/`

Improved, *Prestissimo.*   **2015**

A Rails web application offering an improved interface to Oberlin College's course listing. I worked to improve page load time and performance. You can find it at `https://oprestissimo.com/`. It represents working with an established code base lacking tests or good documentation.

Built, *Gobcom.*   **2016**

An unreleased web forum written in Rails featuring multiple identity levels and associated restrictions.

CSCI361, *Game Design*, Oberlin.

At Oberlin, took a course in practical game design with Unity. Created 2 games: only 1 of the games was fun, but both represented a fairly serious software engineering and game design effort.

Languages

Ruby & Rails: *My first language, lots of experience both with Rails and without.*

Python & Java: *Did a lot of coursework and personal work in both.*

C#/Unity: *Built 2 games of reasonable size.*

Go: *Personal excersizes and minor projects.*

Erlang/Elixir: *Primarily minor projects in Elixir.*

Scheme: *Excellent introduction to functional programming, took several courses based on it.*

Clojure: *Mostly small excersizes.*

C: *Coursework in both security and unix contexts.*

HTML, Javascript, & CSS: *Used in support of my web development*

Computer skills

Linux: SSH, Git   **Web**: PostgreSQL, NGINX, Apache

Remote: OpenVPN, VNC, IRC   **Virtualization**: Xen, AWS, Docker