

# Andrew Amis

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## Education

**Bachelor's in Computer Science, Oberlin.** 2013–2017

I attended Oberlin College, and obtained a Bachelor's in Computer Science.

## Experience

### *Vocational*

**Symantec, eBusiness Internship.** 2015

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

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

I filled a variety of roles including Macintosh Desktop Support, Assistant Network Technician, and Web Developer for Oberlin IT and Psychology Departments. I primarily used Ruby and Rails.

**Townsend & Clark, freelance programmer.** 2014–2016

I opened a web design firm focusing on small business websites and web applications. As the backend engineer and systems administrator, I developed several Rails applications ranging from the simple campaign sites to complex web applications.

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

I assisted the IT administrator at my high school in his maintenance of the school's network, comprising approximately 100 Windows machines, routers, switches, and central servers. I additionally worked on the school's homework, event management, and communications Rails application, fixing bugs to drastically reduce downtime.

**Codulous, Web Developer.** 2011

I started a company with two friends through the Teens in Tech program, a startup incubator aimed at young adults. We made a company that built and operated an online code editor. I handled backend code and system administration for the company. I was the main programmer for the Ruby on Rails web application, assisted the frontend team, and managed the company's server operations, both in house and client facing applications.

### *Smaller Projects*

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

I operated a Linux server for a group of friends that ran VoIP communication and packaged game server applications.

**COSMOS, summer program.** 2012

In the summer of 2012, I attended the COSMOS program at UCSC for video game design. A colleague and I built a strategy game in Java (using the Processing framework). You can find the game I made at <http://atamis.me/2012/08/05/planet-5/>.

**OpenThought, web application.** 2011–2015

OpenThought is a Ruby on Rails 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 important text segments I may need later. You can find it at <http://openthought.herokuapp.com/>

**Prestissimo**, *web application*.

**2015**

Prestissimo is a Rails web application created by the Oberlin CS department as an alternative to the college's official course listing website. I worked to improve page load time and performance. You can find it at <https://oprestissimo.com/>. This job represents working with an established code base that at the time lacked tests or thorough documentation.

**Gobcom**, *web application*.

**2016**

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

**CSCI361**, *Game Design*, Oberlin.

At Oberlin I took a course in practical game design using Unity, and created two games over the course of the semester. The focus of the course was practical software development as part of a team, under deadline, and without strong specifications.

## Languages

- Ruby & Rails
- Python & Java
- C#/Unity
- Go
- Erlang/Elixir
- Scheme
- Clojure
- C
- HTML, Javascript, & CSS

## Computer skills

**Linux:** SSH, Git

**Remote:** OpenVPN, VNC, IRC

**Web:** PostgreSQL, NGINX, Apache

**Virtualization:** Xen, AWS, Docker