

Andrew Cupps

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Education

B.S. Computer Science; B.S. Astronomy

May 2025

University of Maryland – College Park

- UMD Honors College – Honors Global Communities

Skills

- **Programming Languages:** Java, JavaScript, LaTeX, Matlab, R
- **Software:** Eclipse, Matlab, Visual Studio Code, RStudio, MS Office Suite

Projects

ALPACA (*Platformer Video Game, Java*)

Sept-Dec

Backend Developer

2021

- Created a game engine for a platformer video game with an emphasis on project scalability, allowing for entire game levels and objects to be created with just a few lines of code.
- Implemented game physics, collision mechanics, and an intuitive and responsive user-controlled gameplay system
- Developed a graphical tiling system which allows for game object textures to reuse a single tile-set image and automatically generate correctly textures where needed.

Schreckliche Seuche (*Disease Spread Simulator, Java*)

Mar-May

Full Stack Developer / Project Designer

2022

- Designed and executed an object-oriented simulator to model how different diseases can spread with factors based on user inputs.
- Wrote algorithms to generate graphical visualizations of data relating to simulated disease spread.
- Optimized code to allow for expansion of simulation capabilities by reducing operation runtime and memory requirements.

RStudio – HGLO101 (*Multiple Small Projects, R*)

Aug 2022 -

- Gather and manipulate data files into usable forms both manually and using R.
- Utilize R libraries to graphically represent data from CSV and Excel files.

Present

Experience

Jersey Mike's Subs & Sandwiches of Timonium

Mar-Aug

Team Member

2022

- Performed various customer-service tasks in a fast-paced environment, including taking orders, preparing sandwiches, and cashiering.
- Executed operations fundamental to store function, such as cleaning, organizing deliveries of food and supplies, and preparing food between rushes.