Andrew T. Vaccaro

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OBJECTIVE

A position in the field of computing with special interests in applications programming, web development, and education and outreach.

EDUCATION

Bachelor of Science, Software Engineering, expected May 2017
The University of Texas at Dallas, Richardson, TX
McDermott Scholar class of 2013
Concentration: Undecided
GPA: 4.0/4.0
Relevant coursework: Data Structures, Computer Architecture, Software Engineering, Digital Logic and Computer Design, Linear Algebra, Operating Systems Concepts

COMPUTER SKILLS

Languages: Java, Python/Django, C/C++, HTML, CSS, Lua
Software: git, LaTeX, MATLAB, Microsoft Office
Operating Systems: OS X, Windows, Linux (Ubuntu/Mint)

EXPERIENCE

Senior Instructor and Curriculum Developer   Spring 2014 to present
MinecraftU, The Collaboration Works
- Taught engineering and programming principles through the game Minecraft
- Wrote curriculum targeted for middle and high school students

Head Instructor and Curriculum Developer   Spring 2014 to present
Computer Science Department Outreach, University of Texas at Dallas
- Taught week-long camps that used the game Minecraft to teach programming principles in Java and Lua
- Wrote curriculum designed for a week-long camp targeted at middle-schoolers

Research Programmer   Summer 2013
Advanced Polymer Research Laboratory, University of Texas at Dallas
- Performed computer-aided processing of data using MATLB

COMMUNITY SERVICE

Member of Reaching and Inspiring Student Engineers, a UTD student organization that presents materials science and chemistry demos to elementary school students in Plano Independent School District. Also responsible for RISE's website maintenance.

EXTRA-CURRICULAR ACTIVITIES

Treasurer, Linux Users Group
Attended USPAA Scholar's Summit
UTD Collegiate Star League DOTA 2 team
Climbing
Piano