Andrew T. Vaccaro

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OBJECTIVE

A position in the field of computing with special interests in web development, applications programming, 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, software engineering and testing, requirements

engineering, computer architecture, digital logic, linear algebra

TECHNICAL SKILLS

Languages: Java, Python/Django, C/C++, HTML, CSS, Lua

Software: git, LaTeX, MATLAB

Operating Systems: OS X, Windows, Linux (Ubuntu/Mint)

EXPERIENCE

Senior Instructor and Curriculum Developer

Spring 2014 to present

Minecraft U, The Collaboration Works

• Teach engineering and programming principles through the game Minecraft

 $\bullet\,$ Responsible for developing the Java curriculum

Head Instructor and Curriculum Developer

Spring 2014 to present

Computer Science Department Outreach, University of Texas at Dallas

- Lead week-long camps that use the game Minecraft to teach programming principles in Java and Lua
- Develop curriculum targeted for middle-schoolers and high-schoolers

Research Programmer

Summer 2013

Advanced Polymer Research Laboratory, University of Texas at Dallas

• Performed computer-aided processing of data using MATLB

Systems Engineering Intern

Summer 2012

NASA Langley Research Center

• Worked on outreach in the Orion Launch Abort System Office

COMMUNITY SERVICE Webmaster and secretary of Reaching and Inspiring Student Engineers, a UTD student organization that presents materials science and chemistry demos to elementary school students.

EXTRA-CURRICULAR ACTIVITIES Member of Phi Kappa Phi and Tau Beta Xi honor societies

Coordinator of UTD Dota 2 team Attended USPAA Scholar's Summit

Rock climbing