

Andrew T. Vaccaro

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OBJECTIVE	A position in the field of computers with special interests in applications programming, web development, and education and outreach.	
EDUCATION	<i>Bachelor of Science</i> , Software Engineering, expected May 2017 The University of Texas at Dallas, Richardson, TX 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	<i>Languages:</i> Java, C/C++, Python, Lua, HTML/CSS (currently studying) <i>Software:</i> MATLAB, git, Microsoft Office <i>Operating Systems:</i> OS X, Windows, Linux	
EXPERIENCE	<i>Instructor and Curriculum Developer</i>	Summer 2014 to present
	MinecraftU, The Collaboration Works	
	<ul style="list-style-type: none">• Taught engineering and programming principles through the game Minecraft• Wrote curriculum for the above	
	<i>Head Instructor and Curriculum Developer</i>	Summer 2014 to present
	Computer Science Department Outreach, University of Texas at Dallas	
	<ul style="list-style-type: none">• 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	
	<i>Research Programmer</i>	Summer 2013
	Advanced Polymer Research Laboratory, University of Texas at Dallas	
	<ul style="list-style-type: none">• Performed computer-aided processing of data using MATLAB.	
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 Pl11ano Independent School District. Also responsible for RISE's website maintenance.	
EXTRA-CURRICULAR ACTIVITIES	<i>Treasurer</i> , Linux Users Group Attended USPAA Scholar's Summit UTD Collegiate Star League DOTA 2 team Piano	