

Andrew Braunstein

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Education

- **University of Pennsylvania** Philadelphia, PA
B.S.E., Computer Science *Expected Graduation: May 2013*
 - Relevant courses: Programming Languages; Cloud Computing; Linux/Unix Skills; Compilers; Databases; Discrete Mathematics; Engineering Statistics; Computer Architecture; Computer Graphics; Calculus II; Social Network Theory

Work Experience

- **Gobbler** Hollywood, CA
Software Engineer Intern *June 2011-Present*
 - Developing an internal marketing tool to track company's presence on the web in RoR
 - Writing a WebGL based 3D modeling software that uses the Gobbler API.
- **Smart Tuxedo** Great Neck, NY
Web Developer and IT *May 2010-Aug 2010*
 - Created multiple websites for product marketing and sales
 - Websites had an average of 70 visits per day
 - Developed business sales strategies utilizing web based marketing on Amazon
- **AWB Computer Consultants** Roslyn Heights, NY
Technology Consultant *June 2008 - May 2010*
 - Home networking consulting and setup
 - Computer Setup
 - Secure server setup

Projects

github.com/awbraunstein

- **MentionTrackr*** WebApp that tracks mentions of keywords across the internet. Allows tracking of intervention on social media platforms. Ruby on Rails
- **Wii Conductor** Written at TechCrunch's Disrupt Hackathon 2011, this program allows the user to control the tempo and volume of a song playing in GarageBand by using a Wiimote to conduct the music. Java, AppleScript
- **OAT Compiler** A compiler for the Quaker OAT language. OCaml
- **Mini-Maya** An OpenGL 3D modeling program based on Maya. C++

Languages and Technologies

- C; C++; Java; Ruby; RoR; Bash; OCaml; Objective-C; L^AT_EX; Python
- Eclipse; Emacs; XCode; Interface Builder; QtCreator
- iPhone; Android

*Current