Andrew Braunstein

Software Engineer

education

about

34 Belmont Drive West Roslyn Hts., NY 11577

(516)526-5739

awbraunstein@gmail.com andrewbraunstein.com github.com/awbraunstein

languages

Ruby, Javascript, CoffeeScript, C, Python, Java, C++,

Bash

frameworks

Rails, Sinatra, Flask, Expressjs, Android

tools

Emacs, Eclipse, QtCreator, Visual Studio 2009–2012 University of Pennsylvania

BSE in Computer Science
Expected Graduation: May 2013

experience

05/12-08/12 Vistar Media

Software Engineer Intern

Rewrote serverside form validations, replacing wtforms

Built new clientside visualizations using d3.js

09/11-05/12 University Of Pennsylvania

Teaching Assistant
Taught labs for Programming Languages I.

Held office hours and did code reviews.

06/11-08/11 **Gobbler**

Software Engineer Intern

Developed an internal marketing tool in Ruby on Rails. Built a forum scraper that parses phpBB and vBulletin forums

projects

2012 **is-compute** CoffeeScript, Node.js

is-compute is a distributed JavaScript cloud-computing platform.

Using web workers, js-compute can harness the power of the user's browser

Philadelphia, PA

Philadelphia PA

Philadelphia, PA

Hollywood, CA

to compute distributed tasks

2012 rdtripp.in Javascript, Python

3rd place (\$1000) out of 42 teams at PennApps 2012 Spring Hackathon

A webapp that finds your facebook friends that live along a route.

Uses backbone.js, googlemaps API, and mongoDB.

2011 Let's Settle This Java, Android

Android app that allows you to settle petty arguments with friends quickly and

easily.

Uses Venmo mobile payment API, Wolfram Alpha search API, and Bump mobile

to mobile data transfer API.

2011 Wii Conductor Java, AppleScript

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.

interests

Founder, Emacs club on campus

Board Member, UPenn Ski and Snowboard Team

Board Member, Dining Philosophers (UPenn Computer Science Club)