Andy Young

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Education

University of California, San Diego   Sep 2019 - Jun 2023
B.S. Computer Engineering
- **Relevant Coursework:** Compilers (Rust), Operating Systems (C), Distributed Systems (Go), Functional Programming (Haskell), Data Structures (C++), Networking (C), Computer Security (C)

Experience

Aurora | *Software Engineer*   Jul 2023 - Present
- Working across the autonomous vehicle stack in **Go, C, C++** and **React (TypeScript)**.

Complete (YC W22) | *Contract Software Engineer*   Oct 2022 - May 2023
- Independently delivered numerous end-to-end features using **Python, React (TypeScript),** and **GraphQL**.
- Initiated and executed on improvements to frontend architecture and developer experience.

Coinbase | *Software Engineer Intern*   Jun 2022 - Sep 2022
- Created a microservice with **Go** that scans for + fixes data inconsistencies between **S3** and **PostgreSQL**.

Verkada | *Software Engineer Intern*   Mar 2022 - Jun 2022
- Designed and developed the entire front and back end of Mustering, a feature in access control systems for tracking the locations of people in emergency situations, using **React (TypeScript), Python, Go,** and **PostgreSQL**.

U.GG | *Contract Software Engineer*   Mar 2022 - Sep 2022
- Worked on various projects across the stack using **Elixir, TypeScript, React (JavaScript), Sass, GraphQL, PostgreSQL, Elasticsearch,** and **AWS (Lambda, SQS)**.

Flexport | *Software Engineer Intern*   Jul 2021 - Sep 2021
- Built a feature that allows Flexport's operations specialists to view the history and metadata of date changes in a shipment's route using **React (Flow), Java,** and **GraphQL**.

Okta | *Software Engineer Intern*   Apr 2021 - Jul 2021
- Eliminated tech debt in Okta's **React (TypeScript)** monorepo by extracting repeating internationalization code into a reusable package with a robust API and created a performance logging system using **Node.js** that automatically uploads a weekly Lighthouse report of any pre-production site to **AWS (S3)** for teams to view.

PINT | *Software Engineer Intern*   Oct 2020 - Jan 2021
- Developed automated QA tools with **Node.js** and independently created a responsive 12-page website for a client using semantic **HTML** and completely custom **CSS**.

ADP | *Contract Software Engineer*   Jul 2019 - Sep 2020
    Domino's Pizza
- Used **Node.js** and **MongoDB** to create a web app that aggregates data from 500+ employees of Domino's Pizza to automatically perform a weighted distribution of tips, generate payroll sheets for ADP, and track healthcare eligibility.

    Tory's Roofing
- Worked directly with Tory's Roofing to automate and digitize their employee/job management system by developing a web app using **Ruby on Rails** allowing foreman to submit timesheets on an intuitive mobile UI and managers to review and automatically perform the payroll every week.

Projects

Online Capture The Flag | node-ctf.onrender.com   Spring 2017
- Developed a lightweight online real-time multiplayer capture the flag game using **Node.js** and socket.io.

OP.GG Search | opgg.andyluyoung.com   Summer 2016
- Created a Chrome extension with **JavaScript** as a freshman in high school, which currently has 5,000+ users, that adds extra features to a League of Legends statistics website.

Skills

- **Languages:** JavaScript, TypeScript, Python, Ruby, Java, C, C++, Go, Haskell, Elixir, Rust
- **Frameworks:** React, Node, Flask, Rails, Spring