Andrew Bergenthal

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EDUCATION

University of Pennsylvania — Philadelphia, PA
MSE, Computer and Information Science — *Aug 2025 – May 2027*

University of Utah — Salt Lake City, UT
BS, Computer Science (Honors), GPA: 3.81 — *Aug 2021 – May 2025*
Dean's List – All Semesters

Coursework: Artificial Intelligence, Machine Learning, Database Systems, Image Processing, Algorithms, Computer Systems, Computer Organization, Software Practice, Parallel Programming, Data Mining, Operating Systems

TECHNICAL SKILLS

Languages: Java, Python, C#, C++, C, MySQL, JavaScript, TypeScript, HTML/CSS
Frameworks: React, Angular, Vite, .NET, JUnit
Tools: Git, Docker, Node.js, Visual Studio, PyCharm, IntelliJ, Eclipse, VSCode, Qt Creator, Postman, Insomnia, Unity
Libraries: NumPy, Pandas, `pdf.js`, `ngx-extended-pdf-viewer`, HTTPClient, Adobe React Spectrum 2

LANGUAGES & INTERESTS

Spoken Languages: English (Fluent), Chinese (Fluent speaking, moderate reading/writing), Japanese (Fluent speaking, moderate reading/writing)
Interests: AI, Machine Learning, FinTech, Full-Stack Development

EXPERIENCE

Software Engineer Intern — May 2025 – Aug 2025
Adobe — *San Jose, CA*
- Developed a feature-rich Chrome Extension prototype in Vite + React that summarizes page content in real-time and incorporates a unique, patent-pending feature for enhanced context awareness.
- Collaborated with designers, PMs, and engineers to deliver feature-complete MVP on schedule for internal review.
- Integrated Adobe RSP UI with backend APIs for real-time LLM driven interactions, enhancing user experience.

Full Stack Software Engineer Intern — Jun 2024 – Aug 2024
Fidelity Investments — *Salt Lake City, UT*
- Built a web app demo using JavaScript, Angular, HTML, and Fidelity UI components.
- Implemented fillable PDF functionality using `pdf.js` and `ngx-extended-pdf-viewer`.
- Connected to product APIs via HTTPClient, integrating into main product pipeline.
- Projected to save millions annually by reducing manual paperwork; demoed to senior leadership, greatly exceeding expectations.

Lead Backend Developer — Dec 2022 – Mar 2024
Tongues Language Games — *Salt Lake City, UT*
- Led migration from MongoDB to MySQL, improving query performance and reliability.
- Redesigned backend architecture to support scalability and led roadmap planning for future capabilities.
- Provided technical guidance and recommendations directly to company leadership, influencing priorities.

PROJECTS

ShopU | *Python, React, Node.js, JavaScript, Git* — Sep 2024 – Apr 2025
- Senior capstone: built a social commerce app for college students, delivering end-to-end MVP.
- Developed ML-based ranking algorithm (TF-IDF + boosting) to improve content relevance.
- Designed 90% of UI components and CSS for rapid iteration.
- Collaborated in a 5-person Agile team using GitHub for code reviews and issue tracking.

OldBaileyProject | *Python, scikit-learn* — Feb 2024 – Apr 2024
- Developed multiple classifiers (ID3, Perceptron, SVM, Logistic Regression) for court trial data.
- Achieved 75% accuracy in Kaggle competition on predicting guilty/not guilty verdicts.