Aaron Andrews

2015 NE 120 RD

North Miami, FL 33181

954-665-1046 (cell) aandrews34@gatech.edu American Citizen

Education

Georgia Institute of Technology

Atlanta, GA

Fall 2014 - Spring 2018

B.S. in Computer Science

- GPA: 3.24

- Minor: Japanese

Work Experience

Georgia Tech Research Institute

Atlanta, GA

CO-OP Software Developer

Fall 2016 - Spring 2018

- Worked in the Cybersecurity, Information Protection, and Hardware Evaluation Research Lab (CIPHER)
- Developed an enterprise-level file-hosting and cloud storage software
- Implemented a system that restricts file actions based on ACL (Access Control List) roles defined by the user's organization. Used Java for querying user ACL roles from the database, and an Angular controller to handle the file action logic.

Projects github.com/brohand

• Emergency Health Response App

Fall 2017

 Developed an android app that can display, store and share procedures for user-defined medical emergencies such as a heart attack, or stroke.

• SIFT/SVM Image Classifier

Fall 2017

Created an image scene recognition algorithm utilizing a SIFT (scale invariant feature transform)
feature descriptor and a Support Vector Machine for classification. Coded in MATLAB.

• ProjecTiles Fall 2017

- A 3D tactical turn-based shooter developed in Unity/C
- Developed stat system, gunplay physics, environmental interactions, and game state logic among other things.

• Symphonic Sorceress

Spring 2017

- Lead Unity/C# programmer for a rhythm game made during the 2017 Global Game Jam
- Designed and implemented main gameplay mechanics, including attack/defense phases, music looping and the enemy wave system

Skills

- Languages:
 - Java, C#, JavaScript/Angular 1, Python, Processing, C, C++, GLSL/HLSL
- Software:
 - Unity, Unreal Engine 4, Visual Studio, Vim, Git
- Spoken Languages:
 - Fluent in English and conversational Japanese

Interests

• Front-end Development, Game Design, Computer Graphics, Computer Vision, and Machine Learning

Activities

• National Society for Black Engineers