

Andrew Capshaw

Software Engineer

andrew.capshaw@gmail.com

<https://capshaw.me>

(512) 694-2524

TECHNICAL KNOWLEDGE

Frontend

- Javascript (+ JQuery, React)
- CSS (+ SASS, LESS)
- Templating (Soy, Jinja, JSX)

Backend

- Python (+ Flask, Tornado)
- Java (+ Apache Tomcat)
- PHP (+ CakePHP)
- SQL (MySQL)

Development Environment

- OS: OSX & Ubuntu
- Editor: IDEA & Atom
- Version Control: Git & SVN
- Design: Sketch

WORK EXPERIENCE

Indeed (Software Engineer, Business Automation Team)

June 2014 – Present

Austin, TX

- Architected and prototyped an initial design for a replacement internal tools portal, allowing disparate web applications to be served with common UI features, navigation, and permissioning logic (ACL). Mentored a summer intern as he took on a more robust implementation.
- Modularized repeated CRM assignment/lead routing logic in a single backend service. Increased code test coverage on service.
- Bootstrapped and architected a web frontend for a new internal recruiting tools team. As one of two engineers, helped to shape the direction of the project and prioritize features.
- Manage weekly releases including triage, backlog grooming and release management.
- Mentor new hires, rotational engineers and interns.
- Participate in the recruiting process by interviewing candidates, attending career fairs, and giving on-site candidates demos.

SnapStream Media (Software Engineering Intern)

May – August 2013

Houston, TX

- Improved user experience on scheduling interface through feature implementation of right click menu for quick access to common tasks.
- Implemented an external video upload feature to improve client workflows.
- Refactored frontend code to modern standards, improving code quality, site speed, and maintainability.

Alice & Love (Software Engineer / Co-founder)

May – August 2012

Houston, TX

- Collaborated with a team of Rice undergraduates to design and build Alice & Love, an online fashion marketplace, from the ground-up.
- Led the team in frontend development.

EDUCATION

Rice University

Bachelor of Science in Computer Science (BSCS)

GPA: 3.50

Fall 2010 – Spring 2014

PERSONAL PROJECTS

Rice Elections

- Collaborated with peers to build an application to hold secure, automated, elections for organizations at Rice, concentrating on frontend development and user experience.
- Successfully ran over a dozen elections. The project continues to this day, making elections more efficient and accurate.
- Built on Google App Engine with a Python backend.