

ANDREW CONDUFF

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EDUCATION

CARNEGIE MELLON UNIVERSITY

Major in Electrical & Computer Engineering
Major in Robotics
Minor in Intelligent Environments
Class of 2020
Dean's List

LAKE BRANTLEY HIGH SCHOOL

National Honor Society // AP Student
Salutatorian
Class of 2016

TECHNICAL SKILLS

// Python	// C
// Arduino	// Java
// C++	// Data Analytics
// HTML/CSS	// RPi
// Javascript	// Verilog
// CAD	// Rapid Prototyping

COURSEWORK

10-601 // Intro to Machine Learning

15-112 // Fundamentals of Prog. & CS

15-122 // Principles of Imperative Prog.

15-213 // Intro to Computer Systems

18-100 // Intro to Computer Eng.

18-202 // Math Foundations of EE

18-220 // Analog Devices & Circuits

18-240 // Design of Digital Sys.

18-290 // Signals and Systems

21-127 // Concepts of Mathematics

21-259 // Calculus in 3D

39-245 // Rapid Prototype Design

80-180 // Nature of Language

VOLUNTEERING

// Orange County History Center
// Craig Street Crawl
// Pittsburgh's Annual Goat Fest

WORK EXPERIENCE

CLARABYTE // SOFTWARE ENGINEERING INTERN & CONSULTANT PITTSBURGH, PA // SUMMER 2018

- Asked to continue throughout the year.
- Gained experience working across a variety of R&D projects.
- Built web interface to support non-technical user adoption.
- Created predictive algorithms to project risk.
- Pitched project to Executive Committee resulting in cross-department adoption.

PROJECTS

ΣΦE PRESENTS: THE LEGEND OF ZELDA // BOOTH 2018 PITTSBURGH, PA // DECEMBER 2017 - APRIL 2018

- Created an interactive game experience for Sigma Phi Epsilon's 2018 Booth.
- Built control units to support interaction through a custom RFID token.
- Collaborated with designers to add interactivity to 10+ decorative objects.

ENIGMA MACHINE IMPACT // 39-245 COURSE PROJECT PITTSBURGH, PA // MARCH 2017 - MAY 2017

- Worked on an interdisciplinary team of five to create an interactive experience.
- Deployed as a public installation to show the importance of the Enigma Machines
- Utilized different libraries and APIs to interface with a variety of Arduino assets.

CUBE GAME // 15-112 TERM PROJECT PITTSBURGH, PA // APRIL 2017 - MAY 2017

- Created an interactive game optimized for touch screen devices.
- Utilized predictive algorithms to create a smart AI

LEADERSHIP

PROJECT RWANDA // PROJECT LEAD & LOGISTICS KIGALI, RWANDA // MAY 2017 - PRESENT

- Plans the project of over \$20,000 to aid primary schools in Kigali.
- Connecting with members of the community to fight the White Savior Mentality.

ORIENTATION // ORIENTATION LEADER PITTSBURGH, PA // APRIL 2017 - PRESENT

- Leads a leadership program the week before Orientation for over 200 people.
- Coordinates the program for the incoming 1600 Carnegie Mellon First Years

SIGMA PHI EPSILON // ROOM CHAIR (GAME DESIGN & LOGISTICS) PITTSBURGH, PA // DECEMBER 2017 - PRESENT

- Source materials and organize construction of a two-story structure
- Oversee the creation of the main room in UI and interactivity.
- Coordinate creation of hardware and software-based interactive games.

1000Plus // VICE PRESIDENT OF EXTERNAL COMMUNICATIONS PITTSBURGH, PA // APRIL 2018 - PRESENT

- Connects volunteers with volunteer sites around Pittsburgh.
- Coordinates between over 500 people for any problems that may arise.

