Andrew D'Amico

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EXPERIENCE

Software Engineer - *Unified*　　　　　　　　　　**June 2017 - present**
• Building UI tools to analyze segmented social-media data for purpose-driven insights in social media advertising
• Maintaining robust server side applications and APIs to aggregate, analyze, and deliver social media data
• Managed agile development team as Team Lead and Scrum Master
• Delivered and integrated the first Audience Intelligence app into the platform
• Member of winning team for internal Grow the Graph hackathon (Dec 2017)

Full Stack Developer - *Age of Learning, Inc.*　　**August 2016 - May 2017**
• Maintained and updated code base related to the customer-pipeline/paywall
• Built and supported major feature releases such as: library-home checkout accounts and jp.abcmouse.com
• Implemented database-driven A/B tests with user tracking

Teaching Assistant - *App Academy*　　　　　**April 2016 - July 2016**
• Taught introductory JavaScript to a class of 25 students
• Performed code reviews, focusing on well-tested, DRY code
• Advised students on best practices

SKILLS

JavaScript	React and Redux	Python	SQL and Postgres	AWS
HTML5 and CSS3/SCSS	Webpack and Babel	Git	Jira	D3.js

VOLUNTEER

Web Developer - *Mayan Families*　　**September 2016 - December 2016**
• Collaborated with the communications team, from conception through deployment, to create a multimedia, interactive website that explores the life of an indigenous family living in rural Guatemala.

EDUCATION

App Academy　　　　　　　　　　**November 2015 - February 2016**
1000-hour full stack web development bootcamp
• Emphasizes pair programming, TDD, and programming best practices

Kenyon College　　　　　　　　　　**August 2008 - May 2012**
Bachelor of Arts in Philosophy
Cumulative GPA: 3.6/4.0, cum laude