Andrew D'Amico

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EXPERIENCE Software Engineer - *Unified*

June 2017 - present

- Building visualization, reporting, and export tools to analyze segmented social-media data for purpose-driven insights in social media advertising
- Team Lead and Scrum Master in charge of managing agile development team of three
- Maintaining and optimizing robust server side applications and APIs
- Integrated the first Audience Intelligence app to the Unified platform by extending and refactoring the purpose-built and bespoke digital dashboard
- Implemented features to support Facebook Audience Generation by leveraging our Data Lake to reduce storage costs and extract high volumes of data in a performant way
- Member of winning team during 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 Python JavaScript React and SQL and

AWS Redux Postgres HTML5 and Webpack and Git Jira D3.js CSS3/SCSS Babel

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