Anderson Day

dayander@msu.edu | (810)-360-8066 | www.linkedin.com/in/andersonday/ | www.andersonday.com

Experience

Software Engineer Intern | June 2019 – August 2019
Target Corporation/ Minneapolis, MN

- Collaborated with a team of 6 in development of GoAlert; An open-source on-call scheduling and alert application saving target $1.5 million per year.
- Performed accessibility audit and remediation of application, integrating automated accessibility testing and accessibility lint package into testing suite to ensure future accessibility of the application.
- Developed full stack solutions with React, GraphQL, Golang and PostgreSQL.

iOS Design Lab Swift Coach | June 2018 - Present
Michigan State University/ East Lansing, MI

- Initiative of the Associate Provost to provide computational and critical thinking, and collaboration skills to the first cohort of 24 students with the goal of expanding it to all students.
- Designed unique learning experience at Michigan State University for other students to learn problem solving, teamwork, design, and coding in a non-traditional classroom setting.
- Lead team of students to identify a real-world problems and solve using Apple's Challenge Based Learning curriculum, while instructing on iOS development using Swift.
- Developed iPhone application using Swift for MSU Museum to make exhibits more accessible. Created web interface using React for Museum employees to dynamically update content in iPhone application.
- Developed an application to teach other developers how to create accessible user interfaces based on WCAG 2.0 principles.

Web Development and Accessibility Intern | May 2017 – Present
Michigan State University College of Arts & Letters/ East Lansing, MI

- Performed accessibility audits and remediation for university-wide products and worked with external product vendors to ensure product accessibility.
- Created accessibility review protocols and a disability tip sheet to assist others in creating accessible materials for students, faculty, and other individuals.
- Managed websites upstanding to WCAG 2.0 & 2.1 AA & AAA using custom WordPress and other CMS platforms.
- Acted as a leader among other undergraduate team members including training and support of their projects.

Software Development Intern | June 2018 - August 2018
JDM System Consultants/ Farmington Hills, MI

- Worked on a development team of five, utilizing git version control.
- Developed software to automate IoT products while dynamically generating documentation using JavaScript.
- Automated protocol buffer generation for connected systems.
- Managed project using Jira to collaborate with other developers on tasks.
- Scripted and edited tutorial videos demonstrating how to build complicated message hierarchy for connected devices.
- Integrated Java, Spring Boot server with custom OpenSSL certificates.

Education: Michigan State University - B.A. Experience Architecture (December 2019)

Skills

- Software development: JavaScript, Golang, Graphql React, Node, Express, Redux, HTML, CSS, SCSS, MongoDB, SQL
- Mobile application development: Swift, iOS Accessibility
- Accessibility: WCAG 2.0, 2.1, Section 508, and Apple Voiceover
- Universal Design: user research, user interface design, and prototyping
- Public speaking, leadership, communication, mentorship, critical thinking, and teaching

Relevant Projects

- Presenter, Target Corporation BegINNER Con: "Accessibility for Software Engineers" (2019)
- Web4All Hackathon, Jupyter Lab Accessibility. (2019)
- Presenter, Ignite UX Michigan: "An Introduction to Web Accessibility" (2019)
- Presenter, Accessible Learning Conference: "An Introduction to Web Accessibility" (2018), "The Importance of Accessibility" (2017)
- Developed iOS app about making accessible UI's with Swift (2018)
- Experience Architecture Club Co-Founder (2017-18)