Andrew Neece

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FULLSTACK DEVELOPER

Former Civil Engineer turned Software Engineer who specializes in JavaScript, Typescript, React, Node, Express, MongoDB, and SQL. Finishing Software Engineering Immersive certificate at General Assembly in March 2023.

TECHNICAL & INTERPERSONAL SKILLS

Languages: JavaScript, HTML, CSS, SQL, Typescript, Python Libraries and Frameworks: React, Express, Node, Mongoose

Databases and other: MongoDB, PostgreSQL, RESTful Routing, JSON API

Interpersonal skills: Dependability, leadership, creative thinker, cross-functional collaboration, grounded work ethic

TECHNICAL PROJECTS

Exchange-O-Gram - GitHub | App - JavaScript, CSS, React, Node, Express, MongoDB

02/2023

An application where users can sign-up and share photos online with friends (inspiration from the movie, The Internship).

- Created a functional CRUD application using a MERN Stack on a team of three other Software Engineers.
- Used six different data resources for a user to access (profile, user, posts, comments, likes, messages).
- Implemented mobile design to allow the app to look and feel similar to social media platforms today.

2k Create-A-Team - GitHub | App - JavaScript, CSS, EJS, Node, Express, MongoDB

01/2023

A simulation of the popular game mode from the NBA 2K series where logged-in users can customize their own basketball teams and players.

- Created a functional CRUD application using a MEN Stack with EJS templating.
- Used four different data resources for a user to access (profile, user, teams, players)
- Added engaging features such as dynamic slide bar inputs, color wheel inputs, detailed buttons, and more.

Pyramid - GitHub | App - JavaScript, HTML, CSS

12/2022

A holiday themed, addition-based solitaire card game, users can sit back, relax, and try to clear the Pyramid.

- Created card game using a card deck library in CSS and flexbox to design a christmas tree shaped pyramid.
- Used JavaScript to implement game logic that handles clicks, checks card values, checks winning and losing conditions, and shuffling mechanics that guarantees a unique game every time.

EXPERIENCE

Enprotec / Hibbs & Todd, Civil Engineer

Granbury, TX, 01/2021 - 11/2022

- Worked several jobs as Design Engineer or Project Manager with other Civil, Environmental, and Process Engineers.
 This work included Engineering Feasibility Reports, water/wastewater system improvement designs, and
 Environmental Site Assessments.
- Led or assisted on 10+ water & sewer system design projects using AutoCAD/Civil3D and BlueBeam, and one of few in the company who is experienced in hydraulic modeling in InfoWater Pro.
- Participated in meetings and presentations with clients by sharing data findings, discussing design ideas, or discussing other project concerns.

Senior Capstone Project, Hardware & Assistant Software Engineer

College Station, TX, 01/2020 - 12/2020

- Worked on and completed a yearlong final project at Texas A&M as the lead Hardware Engineer and assistant Software Engineer on a team of 4 to test a classified method of cyber security for the Department of Defense (DOD) and Texas Instruments (TI).
- Designed a closed-loop, climate-controlled environment to run various tests inside of and analyzed the results at varying temperatures and humidity.
- Oversaw research, design, and development of two PCBs using Altium Designer. One to run the cyber security tests, and the other to control the climate-controlled environment.
- Assisted in programming a heating device, humidifier, temperature sensor, relative humidity sensor, JTAG and UART I/O pins, and SD card reader using C coding language. C# in Windows' Visual Studio was used for the Graphical User Interface (GUI).

Enprotec / Hibbs & Todd, Civil Engineer Intern

Abilene, TX, 05/2019 - 08/2020

- Used fluid mechanics to design a water tower and ground storage tank for the cities of Stamford and Mason, TX, and reviewed design plans for numerous projects.
- Audited three cities' Alternative Capacity Requirement (ACR) to submit reports to TCEQ using the daily water usage of each city from 3-5 years of data.
- Calculated Cost and Quantity estimates for multiple projects and helped with writing different technical reports and applications.

EDUCATION

General Assembly

Remote, Certificate Expected: 03/2023

Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Texas A&M University, B.S. Multidisciplinary Engineering Technology

College Station, TX, Graduated: 12/2020