Andrew G. Francis

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OBJECTIVE

To work with a great team of software developers while creatively solving interesting problems.

EDUCATION

Cornell University

Bachelor of Science in Computer Science - expected May 2013
Software Engineering Focus

EXPERIENCE

Software Development Intern   E La Carte, Inc.   May 2012 - August 2012
Palo Alto, CA

Developed a custom Point of Sale system that consisted of a Django-powered web application that interfaced with Star, Epson, and Bixolon receipt printers. This system allowed E La Carte to install tablets in restaurants that do not have POS systems, increasing the size of the target market.

Junior Software Engineer   Avtrex, Inc.   May 2010 - August 2011
San Jose, CA

Developed automated testing tools to increase the speed and coverage of test cases. Implemented a rudimentary scripting language to allow QA Engineers to quickly and easily write test cases.

Software QA Engineer   Avtrex, Inc.   June 2007 - May 2010
San Jose, CA

Tested PVR (personal video recorder) software running on Linux set top boxes. Responsibilities included creating test cases, verifying fixed bugs, identifying new bugs, and compiling detailed bug reports.

SKILLS

- Proficient in C/C++/C#, Python, Java, OCaml, MATLAB
- Some experience in GLSL, Javascript, SQL, Ruby, Actionscript, MIPS Assembly
- Experience with XNAA, Pygame, Django, Flask, jQuery, OpenGL
- Experience with Git, Subversion, and Mercurial revision control systems
- Experience with Bugzilla, JIRA, and Redmine bug/task tracking systems
- Experience with Linux, Windows, and Mac OS X development environments

PROJECTS

pyStratego — Cross-platform online multiplayer Ultimate Stratego
- Allows 4 players to battle it out from across the country
- Developed in Python using Pygame and SleekXMPP
- Developed for Windows, Mac, and Linux

Geist Heist — *Project Lead* — A 2D isometric stealth action game
- Developed in C# using the XNA framework by a team of 5 Cornell students
- Features several levels with AI enemies that are fun to interact with
- Includes a level editor, allowing players to build their own levels

TuneTornado.com — An experiment in social music promotion
- Developed in Python using the Django framework and Google Charts API
- Allows music fans to discover music and earn rewards from referring music to their friends