Andrew G. Francis

18910 Bellgrove Circle, Saratoga, CA 95070 /// (408) 375-5821
agf33@cornell.edu /// andrew-francis.appspot.com

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 June 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 interfacing 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, XMPP
- 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 — *Sole Developer* — Cross-platform online multiplayer Ultimate Stratego
- Developed in Python using Pygame and SleekXMPP
- Developed for Windows, Mac, and Linux
- Allows 4 players to battle it out from across the country in real time

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
- Cornell team developed the Admin and Arist interfaces of the website

PERSONAL

Raised in California and Hawaii, I enjoy skiing, swimming, hiking, international travel, and playing games (board and video).