

Andrew Geng

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Education

September 2016 – Present **UW Madison College of Engineering (Madison, WI 53706)**

- Currently pursuing a Bachelor of Science in Computer Engineering and Computer Science
- Coordinator of the Undergraduate Project Lab and active member of Triangle
- Personal website at <https://pages.cs.wisc.edu/~ageng/>

September 2012 – June 2016 **Middleton High School (Middleton, WI 53562)**

- Member of Model United Nations, Track & Field, Math Team, and Programming Club.

Core Skills and Languages

Java, C, C#, C++, Python, JavaScript, SQL
Independent Research Skills

.NET framework, Git, Linux/Unix
Fluency in English and Chinese

Work and Internship Experiences

Boston Scientific (Software Engineering Intern) (Summer 2018)

- Full Stack Developer and Project Manager for TimeTracker.
- Application development with C# (.Net) and SQL Express.
- Managed quality assessment, UX interviews, and software validation for applications.

Dr. Bilge Mutlu's HCI Laboratory (Undergraduate Researcher) (2018 ~ present)

- Co-investigator for personal assistant project involving specialized vocal speech patterns.
- Designed case study procedures and conducted in person experiments.
- Conducted statistical analysis and exploration on collected experimental data.

DOIT Office of Cybersecurity (Cybersecurity Intern) (2017 ~ present)

- Improving on existing scripts and remodeling concurrent internal programs.
- Providing educational and awareness information regarding to cybersecurity around Campus.
- Assisting cybersecurity officers with monthly reports and DOIT events.

Personal and Group Endeavors

Team Envoy (Digital Pen Project):

- Gathered a group of 3 for the creation of a motion sensory Digital Pen which transfers hand drawn notes to digital formats.
- Manufactured a working prototype utilizing Arduinos and accelerometers.
- Utilized Fourier analysis and Kalman Filters in conjunction with accelerometer inputs, to read 3D motion.

EX Games (Mobile Video Game Development):

- Guiding member in a team of 6.
- Team lead in story board, combat mechanics, and general AI.
- Classical open world tactics RPG with Platformer based combat mechanics.

Machine Chess (Chess AI):

- Ongoing project in the UPL with the goal to develop a program to learn and play chess and additional variants on chess.

Badgerloops and Badgerbots:

- Winning Innovation award for the Hyperloop competition at SpaceX in Hawthorne California (Badgerloops)
- Winning Chairman's Award (2014) and Inspiration Award (2015) at the FRC Wisconsin Regionals
- Team lead in Robotic Arm Team (Badgerbots) and Breaking Team Member (Badgerloops)