

Andrew Cao

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Programming Languages: ReactJS, Python, GoLang, Java, Javascript, C, HTML/CSS

Education:

University at Buffalo, The State University of New York - Undergraduate February 2021 - Present

Bachelor of Science in Computer Science

Expected Graduation: Fall 2023

Stonybrook University - Undergraduate

August 2019 - December 2020

Bachelor of Science in Computer Science

Note: Transferred to the University at Buffalo

Projects:

MyLyfe - <https://webdev.cse.buffalo.edu/hci/teams/aquafit/>

- Technologies used: **ReactJS, Swagger, Cascade Style Sheet**
- MyLyfe is an account based web application to promote positive reinforcement for users keep track of their goals and hold themselves accountable to achieve success in their life

Team Chess - <https://www-student.cse.buffalo.edu/CSE442-542/2023-Spring/cse-442x/Link/>

- Technologies used: **ReactJS, PHP, MySQL, Cascade Style Sheets**
 - Team Chess is an account based web application with the goal of making chess more accessible on the web.
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Relevant Coursework:

CSE486 (Distributed Systems): GoLang

- Distributed MapReduce,
- Chandy Lamport Distributed Snapshots
- Raft Leader Election

CSE421 (Operating Systems): C

- Implemented features for PintosOS
- Synchronization
- Memory management

CSE370 (Applied Human Computer

Interaction and Interface Design): ReactJS

- Wireframing
- Gamification
- Typography

CSE442 (Software Engineering): ReactJS

- Zenhub/Teamwork
- Software Development Life Cycles (SDLC)
- Agile Development Methodology

CSE214 (Data Structures): Java

- Linked Lists, Stacks, Queues
- Recursive Data types: Binary Trees, Heap and Balanced Trees
- Sorting algorithms

CSE368 (Introduction to AI): Python

- Markov Decision Process
 - Reinforcement Learning
 - Statistical Learning Model
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Language Skills: Conversational Mandarin

Soft skills: Problem-solving, Teamwork, Communication, Critical thinking
