

# Andy Lyek

## Software Engineer

Forward-thinking Software Engineer studying at **Stanford University** with a background in working productively in dynamic environments. Clear understanding of object-oriented programming with substantial skills in full-stack engineering. Motivated to learn, grow, and excel in the software industry.

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### PROFESSIONAL EXPERIENCE

#### Food Server, Poke Bowl LLC

June 2023 - September 2024

Modesto, CA

- Strengthened customer service skills by serving food to customers
- Managed inventory of stock merchandise and shipments
- Worked well as a team player and helped train new employees
- Refined working in stressful time-constrained situations effectively and confidently

#### Lead Video Producer - Johansen VPN

August 2022 - July 2024

Modesto, CA

- Piloted the Video Production program in Modesto City Schools.
- Worked with a team to produce high quality content for the school district alongside businesses such as IHeartMedia and Modesto City.
- Created professional videos such as event recaps and sales videos which exposed companies to their community and had expandable outreach.
- Raised over **100k** for the program within 1 year through professionally made videos and community interactions that involved both giving back to the community and gaining customers.

#### Junior Software Developer, CraftiGames

April 2021 - February 2022

Remote

- Updated old Java code bases to modern development standards, improving functionality
- Worked with a team of developers to create, design, and ship player-based games
- Gained 50% more revenue through player sales by creating and deploying a remote game system built with Java, MySQL, and gRPC
- Designed and deployed infrastructure changes efficiently with no downtime
- Collaborated on stages of systems development lifecycle from requirement gathering to production releases

### SOFTWARE PROJECTS

#### Rice Stats, Data Analytics

- Developed a plugin for a game with Java that allows owners to analyze their player's interactions visually.
- Integrated Influx DB to store player data for analysis and Grafana for visualization.
- Leveraged Docker's ability to scale Influx DB efficiently in order to process thousands of data requests at once.

### EDUCATION

#### Bachelor of Science in Software Engineering

Stanford University, CA  
2024-Current

#### High School Diploma

Johansen High School  
2020-2024

### SKILLS

- Java, Rust
- JS, TS, HTML, CSS
- Next.JS, React.JS, TailwindCSS
- Git
- Docker
- SQL, Redis, RabbitMQ
- Linux/Unix

### REFERENCES

#### Johansen VPN - Nick Garcia

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