

# Andrew Gleeson

## CONTACT

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## WORK EXPERIENCE

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PRESENT	Engineer - Wikia
JAN 2016	Currently working on the back-end service and infrastructure for Discussions. Designed and implemented the Open Graph service in Java.
JAN 2016	Junior Engineer - Wikia
SEPT 2015	Built tools to generate dynamic infoboxes for wiki pages.
AUG 2015	Engineering Intern - Wikia
MAY 2015	Worked on a single-page application to replace the mobile experience, using ember.js, node.js, and the MediaWiki API.
MAY 2014	Math Tutor at the Math Resource Center - College of San Mateo
AUG 2013	Assisting students who need help in math, clarifying mathematical concepts, analyzing student's work to find underlying problems, and then helping to correct them.

## EDUCATION

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2018	BA Computer Science and BA Physics (GPA: 3.112)
2014	University of California, Berkeley
2014	High School Diploma (GPA: 4.45)
	Homeschool. Course-work at CSM with an additional focus in Historiography
2014	Concentration in Computer Science and Physics (GPA: 3.87)
2009	College of San Mateo

## SELECTED UPPER DIVISION COURSES

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CS 162	Operating Systems and System Programming
CS 170	Efficient Algorithms and Intractable Problems
PHYS 110A	Electromagnetism and Optics
PHYS 111A	Instrumentation Laboratory
PHYS 137A/B	Quantum Mechanics

## PROJECTS

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**Learn to Code:** An educational video game for programming, featuring dynamic code compilation and execution. Winner, SV CodeDay 2013. Java.

[github.com/katanka/learn-to-code-new](https://github.com/katanka/learn-to-code-new)

**A Better Game of Life:** Adds factions and map boundaries to Conway's Game of Life. Java.

[github.com/katanka/ABetterGameOfLife](https://github.com/katanka/ABetterGameOfLife)

**LiquidSim:** A simple N-body physics simulator. Java.

[github.com/katanka/LiquidSim](https://github.com/katanka/LiquidSim)