





# Andrew Khadder

408-887-4019 |  [Website](#) |  [andrew.khadder@gmail.com](mailto:andrew.khadder@gmail.com) |  [andrew-khadder](#) |  [khandrew1](#)

## EDUCATION

---

### University of California, Riverside

Bachelor of Science in Computer Science

Riverside, CA

September 2022 – June 2025

- Current GPA: 3.86
- Relevant Coursework: Logic Design, Discrete Structures, Formal Language and Automata, Computer Science I & II, Data Structures and Algorithms, Software Construction, Machine Organization & Assembly Programming

## TECHNICAL SKILLS

---

**Languages:** Javascript, C++, Python, SQL

**Frameworks:** Next.js, React, tailwindcss, Material UI

**Developer Tools:** Git, Github, Firebase, Linux, VS Code

## EXPERIENCE

---

### Project Manager

June 2023 – September 2023

Association for Computing Machinery at UCR (ACM)

Riverside, CA

- Lead a team of 5 developers in creating a coding website for beginners
- Oversee the project repository, ensuring effective **issue assignment and resolution**
- Conduct weekly team meetings, providing feedback on the previous week's issues
- Review and merge **Pull Requests** ensuring proper styling through **Code Reviews**
- Establish and manage project milestones in order to guide the team towards our final product
- Designed **Firebase** NoSQL interface to efficiently store and retrieve data

## PROJECTS

---

**Hackathon Portal** | *Next.js, tailwindcss, Firebase, NextAuth*

[github.com/acm-ucr/hackathon-website](https://github.com/acm-ucr/hackathon-website)

- A website that helps **streamline hackathon management** by providing a dashboard for users and admins
- **Currently in use by 5 hackathon organizations** on campus to host and maintain their events
- Generated an **XML Sitemap** in order to greatly increase **Search Engine Optimization** results
- Integrated **Github Actions CI/CD** workflow in order to sync all template changes to all generated repositories
- Improved **User Experience** and ease of access through **adding keyboard shortcuts** to multiple components
- Enhanced app performance by converting components from **Client-Side Rendering** to **Server-Side Rendering**

**bitByBIT** | *Next.js, tailwindcss, Firebase, NextAuth*

[github.com/acm-ucr/undecided](https://github.com/acm-ucr/undecided)

- A website aimed to challenge and **empower beginner coders** and help hone their skills
- Designed and implemented **dynamic profile page**, offering users insights on their progress
- Implemented a **Code Editor** component in order to have a clean, friendly, and easy environment to write code
- Built out parts of **JSX** component library to better encapsulate code and **drastically reduce boilerplate**
- Implemented **API Routes** to streamline communication between **front end and back end systems**
- Optimized components by abstracting out API calls to a dedicated backend, **reducing client overhead**

**Musicify** | *Next.js, OpenAI, Spotify API, tailwindcss*

[github.com/khandrew1/musicify](https://github.com/khandrew1/musicify)

- A website that uses the **GPT-3.5 Model** to help you decide what music to listen to based on your mood
- Implemented **OpenAI API** and **Spotify API** to help recommend music to users based on any text based prompt
- Facilitated seamless integration of APIs in order to efficiently deliver **personalized music recommendations**
- Employed **TailwindCSS** for a visually appealing and consistent design, ensuring optimal and friendly **UI/UX**

**aesthetic-ify** | *ReactJS, Material UI, Spotify API*

[github.com/khandrew1/aesthetic-ify](https://github.com/khandrew1/aesthetic-ify)

- A website that connects to user's Spotify account to give them an audio visualization of their music
- Created an **immersive audio visualizer** component utilizing the power of the **Canvas API**
- Utilized **Web Audio API** to convert audio output to a bar visualizer based on **audio's frequency bins**
- Integrated **Spotify API** to display **real-time information** about user's currently playing track and album