Andy Strong

lightspeed1.github.io (Personal Site) | github.com/lightspeed1 | linkedin.com/in/andy-strong | strong.andrew.j@gmail.com | 720-737-5000 | Broomfield, CO | **Cleared for SEC based on T3 completed on 06 July 24**

EDUCATION:

University of Colorado at Boulder | *B.S. in Computer Science* | 2021 - 2025 (expected)
- GPA: 3.95
- Relevant Coursework: Algorithms, Data Structures, Discrete Structures, Computer Systems, Linear Algebra, Software Dev. Methods and Tools (web dev), Intro to Robotics, Database Systems, Machine Learning, Advanced Data Science

EXPERIENCE:

Software Engineer Intern | *Sierra Nevada Corporation* | May 2024 - Aug 2024
- Developed communications software using React + Redux and Ansible.
- Cleared for SEC based on T3 completed on 06 July 24

Director | *Hack CU* | Jul 2023 - Present
- Created HackCU 10, the largest hackathon at CU Boulder! Last year we had over **120** participants. This year, we expect HackCU 11 to have over **200** participants.
- Responsibilities: Guiding and creating each of the teams which include tech, marketing, logistics, and finance.

Undergraduate Research Assistant | *CLEAR at CU Boulder* | Jun 2023 - Present
- Working with PhD student Mary Martin at CU Boulder's CLEAR lab on natural language processing (NLP) research. We're currently developing a novel way to encode and process spatial information about a 3D scene. This allows us to efficiently identify objects in a scene based on their spatial relationships with others.
- Technologies: Python, Tensorflow, NumPy, Ubuntu.

Code Sensei | *Code Ninjas* | Jun 2020 - Aug 2023
- Taught kids aged 6 - 14 basic JavaScript through web game development. Led summer camps.
- Summer camps included, but were not limited to: Making Minecraft modifications, Game development in Roblox, and 3D design.

NOTABLE PROJECTS:

Workout Wizard | Jun 2023 - July 2023
- Developed a full stack workout tracking app (it's live now!). Users can create accounts and add workouts with exercises from the API Ninjas exercise API.
- Technologies used: JavaScript, HTML, CSS, Express.js, Node.js, PostgreSQL. GitHub Link

3D Building Game | Aug 2022 - Feb 2023
- Created a Windows desktop game without a game engine (from scratch) where the player can use a variety of building blocks to create a 3D scene. The player can save these scenes and also destroy them in real time. Project is featured on my GitHub page (with video demo).
- Technologies used: C++, OpenGL

Skills: Python, TypeScript, React.js, Git, HTML, CSS, C++, Node.js, Express.js, PostgreSQL, Ubuntu, NumPy