Andrew Haven

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EXPERIENCE

LXILNICL	
July 2010 - present	Software Engineer CyberSource
	 Developed a customer-facing web application with Java, Struts, and jQuery as a member of SCRUM team.
	 Implementing web-based code-review and drove developer adoption.
	 Championed code-quality through peer-review, automated testing and aggressive refactoring.
May 2006 - July 2010	Computer Analyst Stanford University
	 Independently supported a department consisting of ~50 users and many heterogeneous systems.
	 Designed and developed MVC web applications using for time tracking, scheduling, and presentation evaluation.
	 Wrote software for driving experiments using Matlab and C.
	Setup, maintained, tested and monitored file and web servers. Output Description:
	 Designed and implemented a multi-tier backup system of ~20TB.
August 2005 - May 2006	Freelance Web Developer
	 Worked directly with clients on project scope and specifications. Designed and developed two e-commerce web sites for small businesses.
	Other Projects
	 Created Perl Unit Frames, an addon for World of Warcraft downloaded over two million times. Still maintained by another party.
	 Building CasualAddict.com, a combat simulation and analysis site for World of Warcraft.
EDUCATION	
2008-present	M.S. Computer Science (in progress) Stanford University through SCPD
	Focus on software theory GPA: 3.94
2001-2005	B.S. Applied Physics University of California, Santa Cruz
	Minor in mathematics Thesis on genetic algorithms for high dimensional optimization problems GPA: 3.61
SKILLS	
Development	C, C++, Git, Haskell, Java, Javascript, PHP, Perl, Ruby, SQL, SVN
Web	Apache, CSS, HTML, J2EE, JBoss, jQuery, Mongrel, MySQL, Ruby on Rails, Struts
Systems Administration	Operating Systems: Linux, Solaris, Windows Services: DNS, HTTP, IPTables/PF, NIS, NFS, NAT, Samba, TCP/IP, ZFS