andrew**koller**

about

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programming

Python, 5 years
Java, 4 years
Javascript, 3 years
Unity, 2 years
C#, 2 years

summary

Driven Software Engineer with an intense passion for technology development, the emerging field of virtual reality, blockchain technology, physics, and artificial intelligence. Demonstrated through the development of:

- Application for Nexus Edge that uses AI to schedule posts to social media, then classifies each comment to reply to via NLP
- Data visualizer for Quantum mechnaical phenomena, placed in top of senior thesis class
- Virtual Reality procedural generation algorithm
- Python applications and Python GUIs
- AI learning agents to solve classic video games such as Pacman
- Java multiplayer games
- WebGL interactive graphics and processes utilizing Javascript

Organized and self-motivated developer with a goal of becoming an expert in the field of computer vision & machine learning and overall application creation.

education

2015 - 2017	**B.A.** in Computer Science GPA – 3.6 Focus on AI/Machine Learning Focus on Data Visualization Created Unity 3D VR Applications	University of California, Santa Cruz
2015 - 2016	**Nanodegree** in Machine Learning	Udacity
2013 - 2015	**AA** in Mathematics Focus on topics in advanced Java Focus on physics	Berkeley City College

experience

| 2017 - Now | **Nexus Edge** | Python Software Engineer |

Developed new features for
AI driven apps in social media
Scrum master for the product team managing weekly sprints

Developed wrappers for Facebook
APIs to utilize functionality in Python

| 2004 - 2011 | **Aztec Shops Ltd.** | MIS Technician – Part Time |

Supervisor: Jahan Jamshidi, IT Director
☎ 619.594.7492

Troubleshooting and repairing
company computers/pos machines & managing
linux servers

interests

Emerging tech, data analysis, data visualization, VR research, computer vision, deep learning/neural networks, big data in astrophysics/astronomy, cryptocurrencies, and Unity3D applications.