# andrewkoller

## about

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## programming

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

## summary

Recent graduate from the UC system with an intense passion for technology development, the emerging field of virtual reality, physics, and artificial intelligence. Demonstrated through the development of:

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

## experience

| 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, and Unity3D applications.