

ANDREW DIONNE

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EDUCATION

Computer Programming and Analysis (Co-op)
Niagara College

Welland, ON

Sept. 2023 – Expected Dec. 2025

SKILLS

Backend: Node.js, Express, .NET (MVC, API), Java, C#, Python
Databases: SQL Server, MySQL, SQLite, MongoDB
Cloud & DevOps: Azure, GitHub Actions, CI/CD Pipelines
Frontend: ReactJS, Next.js, Razor, HTML, CSS, Tailwind CSS, Bootstrap
Libraries: NumPy, pandas, Matplotlib, JUnit, shadcn/ui

PROJECTS

IoT-Integrated Arcade Management API | *Node.js, Express, SQL Server* 2025

- Built API endpoints supporting control of wristband systems and arcade game systems.
- Implemented IoT device integration, enabling real-time control of arcade hardware such as smart plugs and lights through the API.
- Optimized database queries and indexes, reducing average query time for high volume tables.
- Collaborated with cross-functional teams, including front-end developers ensuring product delivery is well-planned.

Scheduling Management & Attendance API | *.NET API, Azure, SQLite* 2025

- Developed a RESTful API to manage volunteer scheduling and attendance records.
- Built a login system with RESTful APIs, implementing JWT and Cookies for security and authentication.
- Implemented standardized error messages across API endpoints to ensure frontend can gracefully handle errors.
- Collaborated with clients throughout development process, following SDLC to better ensure clarity and understanding of needs.

NCR Management API | *Node.js, Express, SQLite* 2024

- Implemented RESTful API endpoints to log, track, and resolve Non-Conformance Records (NCRs).
- Built API routes using a CRUD template, ensuring reusability and reducing redundancy.
- Presented database schemas to clients, gathering feedback to refine workflows and improve system usability.
- Published live API documentation using Scalar to streamline integration.

EXPERIENCE

Software Developer
Aerosports Parks

Aug. 2025 – Present
St. Catharines, ON

- Built and maintained full-stack applications (Next.js, React, Node.js, SQL Server) powering multi-location dashboards and operational tools.
- Refactored REST APIs to support multi-location traffic with location-based permissions, API keys, and JWT role enforcement.
- Developed internal debugging and monitoring tools that improved game room reliability and reduced engineering overhead.
- Enhanced and modernized existing systems to improve scalability, performance, and developer efficiency.

Software Developer Intern
Aerosports Parks

Apr. 2025 – Aug. 2025
St. Catharines, ON

- Delivered a Node.js/Express API supporting 8 game rooms and admin systems for a high-traffic arcade facility.
- Designed a SQL Server database managing thousands of daily wristband, game, and operational records.
- Built C# applications integrating backend APIs with arcade hardware and device management tools.
- Automated deployments with GitHub Actions, improving release speed and reliability.