

ANDREW DIONNE

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EDUCATION

Computer Programming and Analysis (Co-op)

Niagara College

Welland, ON

Sept. 2023 – Dec. 2025

SKILLS

Backend: Node.js, Express, .NET (MVC, API), Java, C#, Python

Frontend: ReactJS, Next.js, Razor, HTML, CSS, Tailwind CSS, Bootstrap, shadcn/ui

Databases: SQL Server, MySQL, SQLite, MongoDB

Cloud & DevOps: Azure, GitHub Actions, CI/CD Pipelines, Docker (learning)

Testing / Libraries: JUnit, NumPy, pandas, Matplotlib

PROJECTS

IoT-Integrated Arcade Management Platform | *Node.js, React, Express, SQL Server*

2025

- Implemented full-stack features across the internal **arcade management web app**, supporting multi-location dashboards, player management, and score tracking.
- Built backend API endpoints powering hardware automation workflows **consumed by Next.js admin UIs** and internal monitoring dashboards.
- Integrated IoT devices (smart plugs, lighting controllers) with **real-time web control interfaces** used by staff.
- Optimized SQL queries and indexes improving performance across **high-volume web endpoints** accessed daily by operations.

Scheduling Management & Attendance Web App | *.NET MVC, .NET API, Azure, SQLite*

2025

- Built a **full-stack volunteer scheduling platform** including dashboards, role-based authentication, and REST endpoints powering the UI.
- Developed frontend pages using **Razor + Bootstrap**, backed by secure JWT/cookie authentication pipelines.
- Designed standardized error responses enabling smooth user feedback and reliable frontend error handling.
- Collaborated with stakeholders to iterate UI layouts and workflows based on user feedback.

EXPERIENCE

Software Developer

Aerosports Parks

Aug. 2025 – Present

St. Catharines, ON

- Develop and maintain **full-stack applications (Next.js, React, Node.js, SQL Server)** powering dashboards and operational tools used across **23 arcade game rooms at 2 facilities**.
- Scale and refactor REST APIs to support **1,500–3,000 daily plays** and high-frequency database writes while enforcing **multi-location permissions, API keys, and JWT roles**.
- Build internal admin panels, hardware control UIs, and monitoring dashboards that **reduced manual operational overhead and improved game room uptime**.
- Improve reliability and deployability of the platform through **CI/CD pipelines (GitHub Actions)**, performance tuning, and optimized SQL queries and procedures.

Software Developer Intern

Aerosports Parks

Apr. 2025 – Aug. 2025

St. Catharines, ON

- Delivered core full-stack features for internal platforms supporting **23 active arcade rooms** including registration workflows, attendance tracking, and score history features.
- Co-designed and implemented **SQL Server schemas** managing thousands of daily records from wristband scans, game sessions, player registrations, and score submissions.
- Built C# utilities and device integrations powering **real-time arcade hardware dashboards** used by operations to diagnose devices and monitor room health.
- Implemented CI/CD pipelines and automated deployments, **reducing release time and minimizing downtime** during new feature rollouts.