Andrew Seo

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SUMMARY

Software Engineer with experience in building web applications, working within distributed systems, developing scalable RESTful APIs, deploying products using DevOps tools, and Virtual Reality development. Well-versed in C#.NET, Python, Java, JavaScript, SQL, AWS Cloud services, CI/CD tools using Docker and Kubernetes, and Unity. Collaborative worker skilled in turning difficult business problems into technical solutions with clear communication in Agile environments.

EXPERIENCE

Software Engineer Intern — May 2024 – Present
Regions Bank — *Birmingham, AL*
- Led the design and development of a secure document storage service by building a C#.NET Core RESTful API, securing $30M in Commercial Contracts per week
- Achieved 90% code coverage with unit and integration testing using NUnit and Postman to enable user error auditing
- Established CI/CD pipelines with Git, GitHub, Harness.io, Docker, and OpenShift, reducing deployment time by 83% to replace outdated manual processes
- Ensured compliance with security regulations to mitigate financial and legal risks by integrating a MuleSoft proxy server to handle secure communication routing
- Reduced operational time onboarding e-signature business units by 97% by building an enterprise application using C#.NET WinForms to automate manual tasks

Software Engineer Research Assistant — June 2024 – Present
Vanderbilt University — *Nashville, TN*
- Built behavioral analysis RESTful APIs using Python Flask and Computer Vision for vocal and facial analysis of job interviewees
- Achieved a 59% cost reduction by deploying APIs using AWS serverless architecture, ensuring a scalable and cost-efficient behavioral research product
- Developed a full-stack interview analytics web application using JavaScript, React, Node.js, and MongoDB to login and view research data graphically
- Implemented a NoSQL MongoDB database with an optimized schema design to enhance user data storage and enable fast, reliable querying

Software Developer — December 2023 – April 2024
Vineyard App — *Oak Bluffs, MA*
- Developed and deployed an educational web app using HTML/CSS, JavaScript, and Heroku, serving 80+ schools to allow students to view and render live web source code changes

PROJECTS

AWS GameDay Hackathon 2nd Place | *Python, AWS, NoSQL* — July 2024
- Developed serverless Saas solutions using AWS CloudWatch, API Gateway, DynamoDB, Lambda, and EventBridge, to automate real-time data and inventory management, ensuring performance, scalability, and cost-efficiency

SpeedBirding VR | *C#, Unity 3D, Meta Quest XR Platform, Git* — August 2024 - December 2024
- Developed immersive virtual landscape, gameplay interaction mechanics, and object scripting for a Virtual Reality multiplayer game in Unity where players compete against each other in a forest to collect the most birds

Dog Adoption Web Application | *ASP.NET Core, Blazor, SQL Server* — May 2024 – August 2024
- Built administrative dog adoption web application using ASP.NET Core Blazor and SQL Server, enabling admin users to login and create, delete, or update dog adoption listings

TECHNICAL SKILLS

Languages: C#, Java, Python, C++, JavaScript, HTML/CSS, SQL, NoSQL
Frameworks: Flask, .NET, ASP.NET, React, Node.js, JUnit, NUnit, GTest
Developer Tools: Docker, RedHat OpenShift, Helm Charts, Harness NextGen CI/CD, Git, GitHub Actions, Amazon Web Services, SQL Server, MuleSoft Anypoint, JFrog, Hashicorp Vaults, Unity, XR Origin, Meta Quest Developer Hub

EDUCATION

Vanderbilt University — Nashville, TN
Bachelor of Arts in Computer Science — *Aug. 2020 – Dec. 2024*