Sydney Andreasen

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sydandreasen.github.io/portfolio/

PROFESSIONAL EXPERIENCE

Farm Credit Services of America

Application Developer
August 2021 – Present

-Develop modern full-stack applications for customer and teammate use, using an Angular, C# .NET, and SQL stack
-Stand up and maintain on-prem applications as well as cloud applications, using Docker containers run in Azure
-Communicate regularly with development, product, user experience, marketing, architecture, and other teammates to ensure features are built soundly and with high-quality user experiences that can be analyzed for continuous learning and improvement of the product
-Mentor 2023 summer intern development team as their Lead Application Developer, encouraging engagement and technical skill growth while guiding them to build a sleek and maintainable application
-Spearhead development of console application to automate planning of releases, greatly improving release quality and the time required to organize them by providing warnings and build recommendations based on the status of code repositories and their related work item statuses

Farm Credit Services of America

Application Development Intern
May 2021 – August 2021

-Develop full-stack applications for customer-facing and internal sites, using largely an Angular and C# .NET stack
-Challenge current practices to help the team continuously improve and deliver higher business value
-Communicate proactively with cross-functional teammates to make sure all software implementation meets the needs of the business and consumer

UNO Biomechanics

Undergraduate Student Research Assistant
January 2019 – Present

-Engineer software programs for improved performance and functionality for both data collection and analysis
-Develop clinically focused VR games using C# and Unity to test their efficacy in treating impairments after stroke
-Draw impactful conclusions to clinical problems through scientific data collection and analysis
-Analyze biomechanical data for movement science research using interdisciplinary problem-solving skills and state-of-the-art software, including MATLAB and SPSS
-Communicate research findings via formal and informal methods, such as manuscripts, conferences, and department outreach events

PayPal

Software Engineer Intern
May 2020 – August 2020

-Prototype a new UX for reporting on internal metrics and present the design to managers for feedback
-Develop a full-stack React application to display updated metrics for internal reporting and review of productivity

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EDUCATION

Master of Science in Computer Science
University of Nebraska at Omaha
Concentration in Software Engineering
May 2024
GPA: 4.0

Bachelor of Science in Computer Science
University of Nebraska at Omaha
Minors in Biomechanics and Mathematics
Undergraduate CS Student of the Year
GPA: 4.0