

ANDREW TOM

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EDUCATION

University of California Berkeley

Bachelor of Arts in Computer Science

Aug. 2019 – May 2023

GPA: 3.6/4.0

EXPERIENCE

Software Engineer Intern

Mastercard

June 2021 – Aug. 2021

St. Louis, MO

- Developed and deployed Java Spring service to generate and encode payment transaction data, streamlining tests of core payment authorization and clearing functions with 11% increased accuracy
- Constructed API using Event-Driven Architecture to run traffic through new authorization pipelines and automate startup services required for integration and end-to-end tests, speeding up testing by 220ms

Software Engineer Intern

QGenda

Jan. 2021 – May 2021

Atlanta, GA

- Designed a .NET service and wrote SQL migration script to automate removal of physicians from schedulers resulting in 35% reduction of related customer support calls
- Implemented Redux solution to efficiently manage physician notes and information across React components, which was integral towards information sync and persistence feature
- Modularized the main scheduler, converting legacy Javascript to React Components speeding up the QA process

Software Engineer Intern

BlueHire

Oct. 2020 – Dec. 2020

Irvine, CA

- Created Java Spring microservice for integrating external calendar APIs, breaking up monolithic application
- Developed a game in Java to test the generated dungeons Using this microservice, built automated interviewing scheduler leading to projected 5% reduction in cost through first 3 months of product launch
- Converted React.js rendering strategy from CSR to SSR which improved SEO and initial load time by 26%

PROJECTS

Issue & Project Management System | *Node.js, React, MongoDB, Websockets*

- Built Project Management System that allows teams to effectively manage issue collection
- Utilized full authentication and authorization in both Front and Back end with Auth0, allowing for management of user permissions between Admins and Normal Users
- Combined serverside and client rendering to improve SEO and initial load performance by approx. 10%

Real Time Youtube Synchronization | *React, Node + Express, Websockets*

- Constructed media synchronization app where users connect to rooms and stream video in real time
- Used Javascript Websockets to connect users for chat and video synchronization, granting 15% speed increase over AJAX implementation
- Utilized YouTube iFrame and Data API to integrate YouTube into application

TECHNICAL SKILLS

Languages: Java, Python, Javascript, SQL, HTML, CSS, SQL (SQL Server)

Frameworks/Tools: Spring, Node.js, React.js, Docker, Redux, MongoDB, Git, AWS