

# ANDRE ROSHAWN SMITH

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## EDUCATION

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### University of California: Irvine

2024

*B.S. Informatics*

*Irvine, CA*

- 3.3 GPA
- ICS 3X series
  - A three-course series that covered the basics and intermediate levels of coding with Python
- ICS 45J
  - A course that allowed students to convert their knowledge in Python to knowledge in Java.
- INF4MATX 131 - 133
  - Courses that taught me the nuance of Human-Computer Interaction.
  - Included multiple group projects that incorporated the use of HTML, Figma, JavaScript, Angular.js, Bootstrap, and Webflow.
- INF4MATX 151
  - A course in project management and simulating what being in a company would be like.
- INF191/Capstone Project for NASA and ASU
  - 20 weeklong project to create a Unity Web Game assigned by NASA and ASU for the upcoming Psyche Asteroid mission.
  - Experienced working with a client and delivering on request.
  - Worked with Lo-Fi + Hi-Fi wireframes, FMOD studio, and coded using Unity.

## Volunteer/Club or Work Experiences

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### BHS Volunteer Club/Interact Club

2018–2020

*Ridgecrest, CA*

- Volunteered in helping other programs around campus such as for the Special Ed classrooms.
- Regularly attended weekly soup kitchens to serve food and keep the building tidy.
- Volunteered in the preparation of the 2020 Rose Parade.

### Student Poll Worker

2020–2020

*Ridgecrest, CA*

- Guide registered voters to where they fill out and turn in ballots.
- Assisted voters with disabilities and led them to machines catered to them.

## SKILLS & INTERESTS

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- **Skills:** Python, Java, HTML, Arduino, Microsoft Excel, Microsoft PowerPoint, Photoshop, Python, Typing, Figma, Webflow, AutoDesk Inventor, AutoDesk Tinkercad Circuits, Autodesk Tinkercad 3D Design, NI MultiSim, CSS, Bootstrap, Angular.js, Junit, AWS, Git, MySQL, and Adobe Premier.
- **Interests:** Meeting new people; UI/UX design; game design; web development; computer gaming; console gaming; traveling; golfing; cooking; watching/attending fighting game tournaments; PC building; crane games; reverse-engineering electronics.