ANDRE SMITH

Software Engineer

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Recent college graduate from University of California: Irvine with a bachelor's degree in Informatics, specializing in Human-Computer Interaction. Experienced in systems design, user experience, and data analysis, alongside hands-on experience with coding, data visualization, project management, and problem-solving through academic courses and projects. Proficient in Java, Python, HTML, CSS, Bootstrap, Angular.js, Excel, Figma, RCode, Word, Git, C#, and JUnit.

> Adaptability, Problem Solving, Communication, Critical Thinking, Collaboration and Teamwork, Engineering Principles, Attention to Detail, Project Management, Technical Writing, Cross-Functional Collaboration

PROJECTS

UCI Capstone Project for NASA and Arizona State University   2024

Developed a Unity Web Game for NASA and ASU to help promote the upcoming Psyche Asteroid mission. Primarily worked on coding game logic while assisting on wireframes and design.

- Experienced working with clients and delivering on request.
- Worked with Lo-Fi + Hi-Fi wireframes, GitHub, Trello, FMOD studio, and coded using Unity/C#.
- Experienced working within an Agile/Scrum workflow process.

UCI Requirements Analysis and Design Project   2023

Designed a website and mobile application for UCI to assist in streamlining school funded travels. Communicated with a client and designed the application in accordance with their requirements.

- Learned requirements analysis techniques, requirements engineering, and software testing.
- Worked with a group for cooperative problem analysis and validation.

UCI Informatics Website Redesign Project   2023

Redesigned the UCI Informatics website with the intention of making the site easier to navigate and read.

- Used Webflow for website development.
- Utilized HCI principles such as alt-text for images, appropriate color contrast, etc.

EDUCATION

University of California: Irvine   2024

B.S. Informatics   *Irvine, CA*

- 3.3 GPA
- Python and Java Programming
  - Completed coursework that covered the intermediate levels of Python. Gained foundational skills and developed hands-on projects to reinforce both problem-solving and coding practices.
  - Completed a course to convert knowledge from Python to Java.
- Software Testing, Analysis, and Quality Assurance
  - Courses that covered making quality of code through verification and validation techniques.
  - Courses that taught the fundamental principles of Software Testing and debug tools like JUnit.
  - Experience using Test Cases, White Box Testing, and Black Box Testing.