ANDRE ROSHAWN SMITH

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EDUCATION

University of California: Irvine   **2024**
B.S. Informatics   *Irvine, CA*
- 3.3 GPA
- **ICS 3X series** | Beginner to Intermediate Python Programming
  - A three-course series that covered the basics and intermediate levels of coding with Python
- **ICS 45J** | Programming in Java
  - A course that allowed students to convert their knowledge in Python to knowledge in Java.
- **INF4MATX 115** | Software Testing, Analysis, and Quality Assurance
  - A course that taught me about testing software.
  - Learned black and white box testing, testing frameworks such as Junit, and test cases/oracles/plans/charters.
- **INF4MATX 131 – 133** | HCI to User Interaction Software
  - 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** | Project Management
  - A course in project management and simulating what being in a company would be like.

Work Experiences or Projects

Student Poll Worker   **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.

INF 191 | Capstone Project for NASA and ASU   **2024**
Irvine, CA
- 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.

SKILLS & INTERESTS

- **Skills**: Adaptability, Problem Solving, Critical Thinking, Communication, Python, Java, HTML, Arduino, Excel, PowerPoint, Photoshop, Python, Typing, Figma, Webflow, AutoDesk Inventor, AutoDesk Tinkercad, 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; attending FGC tournaments; PC building; reverse-engineering electronics.