

Andrei Roman

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OBJECTIVE

Results-driven, dedicated Computer Science and Mathematics double-major with over 5 years of adept software development experience and a robust quantitative skill set, seeking a challenging full-time development role.

WORK EXPERIENCE

Hikma Pharmaceutical - Software Development Intern *June - Aug 2021*

- Debugged and modernized legacy Visual Basic codebase, enhancing pharmaceutical batch documentation on factory floor.
- Implemented improvements following specifications, meticulously documenting changes for legal compliance.

Riffle Square Cut - Founder, Lead Game Developer *Oct 2019 – Present*

- Founded and managed LLC for game development, leading to successful launch of "Hidden Marks" game.
- Designed and developed game, mastering Adobe Illustrator, Lua, Premier and Blender.
- Strategically marketed game, leveraging networking within board game communities, securing manufacturers globally.
- Conducted thorough testing and implemented improvements based on feedback from alpha and beta testers.
- Collaborated effectively with co-founder in game development, leading to sold-out initial runs (350 copies) and retail placement.

Micro Center - General Salesman *Dec 2019 – Sep 2021*

- Provided tailored solutions for customer IT needs, excelling in sales and service for networking equipment and peripherals.
- Maintained exceptional customer satisfaction rating, showcasing strong interpersonal skills.

Freelance (Fiverr) - Graphic Designer *July 2018 - June 2019*

- Delivered impactful logo designs for small businesses, earning a stellar 5-star rating.

EDUCATION

Ohio State University

- Bachelor of Science in Computer Science: Artificial Intelligence *May 2023*
- Bachelor of Science in Mathematics: Abstract Mathematics *May 2023*

Honors

- Ohio State University Maximus Scholar *2018 - 2023*
- Rasor-Bareis-Gordon OSU Mathematics Competition - Honorable Mention *2018*

QUALIFICATIONS

- AutoCAD, MATLAB in engineering coursework
- Experience with JavaScript, Python, Java, C# and C/C++ from coursework and projects.
- Experience with React and Ruby on Rails frameworks from software coursework.
- Experience with SQL commands and database management from coursework.
- Experience with Visual Basic from internship.
- Extensive use of the Office Suite and Adobe Suite (Illustrator, Premiere, Photoshop).

NOTABLE PROJECTS

Capstone Projects - Lead backend developer Jan - Apr 2023

Project 1: Discord Chat Bot Search Tool - github.com/urbandrei/PokeQuestions

- Collaborated in a 7-member team to develop a Discord chat bot search tool for Pokemon enthusiasts.
- Successfully parsed an API with 50,000 data entries into an SQLite database for efficient data retrieval.
- Designed and implemented a JavaScript backend that processed user input, executed complex SQL commands, and provided actionable content based on parsed data.

Project 2: Travel Itinerary Tool

- Collaborated in the same 7-member team to create a travel itinerary tool.
- Leveraged React for the frontend and Elastic Search for the backend, extracting and presenting data from Ticketmaster's and Google Maps APIs.
- Designed JavaScript commands to query and parse API data, optimizing data transfer to the frontend.

Web Dev Course - Lead backend developer Jan - Apr 2022

- Contributed to a 4-member team in the development of diverse projects, including a text-based card game, a feature-rich calculator, a web scraper for OSU job postings, and a professor's bio page.
- Acquired proficiency in Ruby on Rails, utilizing tools such as Devise, RegExp, Middleman, and Crontab.
- Led backend design, resolved major bugs, and ensured seamless project functionality.

Artificial Intelligence Course - Solo developer Jan - Apr 2023

- Independently coded advanced algorithms (Adaboost, Multilayer Perceptrons, Convolutional Neural Networks) from scratch using Python and NumPy.
- Demonstrated advanced data manipulation skills while implementing machine learning concepts.

Database Course - Team member Jan - Apr 2022

- Collaborated with a 3-member team to design and implement a sophisticated SQLite database for a fictional dentistry clinic.
- Contributed to schema design, commands, and comprehensive documentation.

Twitch Bot - Solo developer Nov 2022 - May 2023 github.com/urbandrei/original-twitch-bot

- Conceptualized, developed, and maintained a feature-rich chatbot for a Twitch stream, with 30+ commands catering to a user base of 100+ monthly users.
- Created a dynamic SQLite DB-powered JavaScript application, introducing new features regularly.
- Implemented robust security measures to thwart SQL query attacks, safeguarding the bot's integrity.

Hackathon - Solo developer Oct 9, 2022 replit.com/@urbandrei/LazyCalendar

- Designed and developed a location-based calendar tool, utilizing HTML, JavaScript, and CSS.
- Engineered a multi-layered K-Nearest-Neighbor AI algorithm to predict future events based on historical data, showcasing problem-solving and data analysis skills.