ANDREW WATERMAN | Software Engineer

Skills

JavaScript, HTML, CSS, Python, SQL, Java, JSX, React, ReactNative, Expo Go, Node.js, Express.js, Mongoose, MongoDB, Oracle, Flask, SQLAlchemy, Postgresql, RESTful Routing, JSON, Research, Git, Collaboration

Software Development Projects

Equipment Tracker - Full-stack application that allows users to send requests to other users in order to borrow equipment

- Made RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations
- Used Mongoose to define schemas for MongoDB collections
- Leveraged Vanilla Javascript, CSS3 and embedded Javascript with partials to organize and display the visual aspects
- Planned and wireframed UI design of application and ERD using Trello, Whimsical and Lucidchart respectively

Simon - A web browser version of the Milton Bradley(now Hasbro) game

- Created an application with a mobile-first approach and styled using CSS3 with a hybrid flexbox and grid layout
- Leveraged CSS3, HTML5 and Vanilla Javascript DOM methods, to organize and display the interactive visual aspects
- Utilized async Javascript methods in order to simulate animations
- Wireframed and planned UI design of application using Wireframe.cc and Trello
- Utilized Git control during the production of the application with frequent commits until deployment and after

Professional Experience

SPS Global - Columbia University Undergrad Mailroom Associate | New York, NY

- Assisting on-site personnel in retrieving their mail/packages
- Providing records management in person, by phone and by email
- Assigning roughly 500 student packages to shelves and lockers per day as needed for streamlined distribution

éo-vision AI - Freelance Full-Stack Engineer Intern | New York, NY (Hybrid)

- Quickly learned AWS technologies such as Amplify Datastore and Lambdas as well as leveraged AWS customer support during blockers when applicable
- Leveraged Amplify Datastore(DynamoDB) for backend storage on a React Native application
- Emulated application features with Expo Go and trained colleagues on how to host builds for demos
- Utilized Anima wireframes provided by colleagues to create user GUIs for multiple application features

Nailerz - Front-End Mobile Developer (Remote, Pro bono)

- Created mobile user interfaces using React Native based off of Figma wireframes supplied by the UI/UX team
- Collaborated with and learned from three other remote developers overseas
- Touched base with UI team and project management through weekly meetings.

Education

General Assembly | Remote

Software Engineering Immersive

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

OCTOBER 2021 - APRIL 2022

APRIL 2022 - JULY 2022

SEPTEMBER 2023 - PRESENT

APRIL 2022

CUNY Brooklyn College | Brooklyn, NY Bachelor of Science in Computer Science

B.S. degree focused on C++ fundamentals, advanced programming techniques, RDBMs management using Oracle SQL, data structures and algorithms.