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## ANDREW WATERMAN | Software Engineer

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### 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

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### 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
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### Professional Experience

**L'ecole.ai** - Freelance Full-Stack Engineer Intern | New York, NY (Hybrid)

APRIL 2022 - JULY 2022

- 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)

OCTOBER 2021 - APRIL 2022

- 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.
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### Education

**General Assembly** | Remote

APRIL 2022

#### 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.

**CUNY Brooklyn College** | Brooklyn, NY

MAY 2018

#### 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.