

Andrew Zhou

Web, Software, and Game Development

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Cambridge, MA

in kiptoke

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Kiptoke

Education

Bachelor of Science Engineering

Bachelor's degree program

Major: Computer Science

GPA: 3.3 / 4.0

University of Michigan

August 2018 – December 2021

Work Experience

Capital One

Associate Software Developer

August 2022 – Present

Cambridge, MA

- Automated vulnerability scanning utility for Databricks-provided AWS AMIs
- Facilitated easier access to cost and usage reports for users of Databricks in Capital One
- Updated user access provisioning scripts for new Databricks SaaS environment and EC2 G3 instances

Univeristy of Michigan - College of Engineering

Instructional Aide

August 2021 – December 2021

Ann Arbor, MI

- Guided and provided feedback for student teams developing independent video games

OneTrust

Front End Developer Intern

May 2021 – July 2021

Atlanta, GA

- Deployed quality-of-life features to improve visibility on web cookie compliance administrative portal
- Developed new modal to help website administrators update local scripts upon settings change

Nochi Studios

Programming Intern

February 2021 – May 2021

Ann Arbor, MI

- Constructed in-game social media interface to automatically generate posts from JSON input
- Implemented Figma mockups for store, inventory, and social media interface in Unity
- Performed user testing and interviewing with beta testers

Projects

Open Source Game Development Collection

<https://opensourcegamedev.com>

February 2022

A web-based catalog of various open-source game development resources, engines, and video games. Made independently using Nuxt 3, Incline, and Supabase.

Ragnarök TD

<https://wolverinesoft-studio.itch.io/ragnarok-td>

December 2021

A student-team study of Bloons TD6, set in the Viking age. I was a programmer and sole designer in this 13 person team, and was responsible for the design and implementation of the entire user interface, and assisted with the development of the enemies and levels.

Technical Skills

Programming Languages Software and Programs

Python, HTML/CSS, JavaScript, TypeScript, Terraform, C, C++, C#
Git, AWS, Visual Studio, Atlassian Suite, Databricks, Unity, Godot, Figma

Soft Skills

Public Speaking

Experience giving talks, lessons, and lectures to large audiences

Music and Audio

15+ yrs of violin performance, prior work in composition and audio engineering

Event Management

Managed virtual and in-person hackathons with 50+ participants

Certifications

Certified Solutions Architect – Associate

Amazon Web Services

2023