

Andrew Steinborn
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Summary

Experienced software engineer who strives to develop the best possible solution to business problems using a variety of programming languages and software frameworks. A focused, methodical problem solver who is able to communicate with others effectively using a wide vocabulary.

Skills

- Java
- Python
- Go
- PHP
- HTML/CSS
- JavaScript
- Linux (Debian)
- L^AT_EX

Education

University of West Georgia, Carrollton, GA *July 2021*

Bachelor of Science, Computer Science, Minor in Mathematics

- Dean's List, Fall 2017 – Spring 2019
- Honors College student
- GPA: 3.87

Work Experience

University of West Georgia, Carrollton, GA *January 2019 - Present*

Computer Science Teaching Assistant

- Provided tutoring for students with assignments and labs in introductory computer science classes in Java and Python.
- Graded assignments with HTML, CSS, JavaScript, and Python code.
- Oversaw and answered questions in supplemental instruction sessions with students.

Mineteria, Inc., Carrollton, GA

March 2018 - Present

Software Engineer

- Developed backend solutions written in Java and Go to provide high availability and to enhance the game play experience.
- Completed work on a web store written using React and Node.js communicating with an Elixir backend, allowing the company to sell virtual products.
- Enhanced Java-based game modifications to be more scalable and easier to maintain.

Tebex Limited, Carrollton, GA

November 2015 - August 2017

Plugin Developer

- Rewrote the main g-commerce integration software using a platform-independent core written in Java, increasing customer satisfaction.
- Moved the business towards developing integrations with games in other programming languages, starting with a PHP plugin for Bedrock Edition servers.
- Collaborated on the development of a new REST API for g-commerce purchases.