Andy Phan

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EDUCATION

University of Washington
Bachelor's degree in Computer Science
Cumulative GPA: 3.81   Major GPA: 3.85

Seattle, WA
Expected March 2022

EXPERIENCE

Software Development Engineer Intern | Amazon A9

Palo Alto, CA
Summer 2021

- Worked in an advertising inventory forecasting team to identify reserved advertisement inventory that was unused. Goal was to report this to inventory managers to release inventory for other advertisement campaigns to use.
- Collaborated with multiple teams to produce unique reports for each team.
- Extended API endpoint to support multiple advertising platforms and regions.
- Utilized AWS Lambda to create daily reports for stakeholders.
- Leveraged AWS CloudWatch to publish metrics in order to measure success criteria.
- Achievements include detection of over 10 million unused impressions and over 8.9 million USD worth of unused inventory. Detection results increased sell-through rate by 12%.

Freelance Web Developer

Remote
Summer 2020

- Designed and constructed mobile-friendly websites for clients using HTML, CSS, JavaScript, and Node.js.
- Prepared multiple design templates for client approval before development.

SKILLS

Programming Languages: Java, HTML/CSS, JavaScript, SQL, Python
Frameworks/Tools: Node.js, React.js, Bootstrap, Git, MySQL, SQLite, Firebase, Heroku

PROJECTS

React.js, Bootstrap, Firebase

OpenBar | Hackathon – Hack'20

Summer 2020

- Co-built React web texting application that pairs clients to others based on shared challenges, so users can express thoughts anonymously.
- Implemented user authentication and real-time database using Google Firebase.

Python, Pygame

MazeAlgorithms | Personal

Summer 2020

- Built a Python app that displays animations for various maze-generation and maze-solving algorithms.
- Implemented a GUI with customizable maze sizes and step-by-step animations.

React.js, Express.js, Bootstrap, Heroku

SpotifySort | Personal

Summer 2020

- Developed a React app using the Spotify Web API that retrieves the client's playlists and sorts the songs based on the client's selected option.
- Rendered data from AJAX calls to Express.js backend to display playlists, songs, and their audio features.

Lua, Love2D

SRS-Standard Tetris | Personal

Winter 2019

- Built video game clone of Tetris that features animations, custom controls, an SRS-standard rotation system, and a random sequence generator.