

# Andrew Morris

SOFTWARE ENGINEER AND WEB DEVELOPER

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## WORK HISTORY

Assistant Language Teacher  
July 2015–August 2017

Kitasuma High School  
Kobe-shi, Hyogo-ken, Japan

- Worked with several Japanese Teachers of English (JTE) to plan, execute, and review lessons.
- Used both Japanese and English in a professional setting to communicate with coworkers and to help teach students.
- Used skills to create English mobile games to help students learn correct pronunciation.
- Successfully initiated an English–Japanese cultural letter exchange with a Chicago high school.

Lead Programmer (Jefferson Project)  
January 2015–June 2015

Rensselaer Polytechnic Institute  
Troy, NY

- Worked with a team using C# and Unity to create a simulation of marine life in a local New York river.
- Delegated tasks to a small team of programmers and gave project updates in weekly meetings.
- Programmed AI for underwater simulation *World of Plankton* by collaborating with local biologists.
- The project was featured in the ACM SIGGRAPH 2016 conference.

## EDUCATION

B.S. Computer Science,  
B.S. Game and Simulation Arts and Sciences  
2011-2015

Rensselaer Polytechnic Institute  
Troy, NY

- Graduated *cum laude*.

## RECENT PROJECTS

### Powerslide

March 2016, Ongoing

- Open source rhythm game using the Unity game engine (C#) targeted toward mobile Android platforms.
- Built an in-game editor in C# which allows players to create their own levels.
- Built a website using ASP.NET Core to host hitcharts (game levels) which the player can download.

### TB Reviews

October 2017 – December 2017

- Site which automatically aggregates Reddit submissions about reviews of clothing purchased from internet retailer Taobao.
- Built using Python's Django web framework, HTML/SASS, and Javascript. Used Python Reddit API Wrapper (PRAW) to aggregate post data from Reddit. TBReviews was deployed using Heroku, and uses Heroku Postgres for the backend database.

### Osu! Automapper

January 2015–January 2016

- Tool made as a final project for a software development course, which was later expanded upon.
- Used C# along with the NAudio API and Open Source BMAPI to create a Windows Forms Application which automatically generates levels for the video game *Osu!*
- Designed project scope and created an action plan with a 4-man team to help meet deadlines and deliver a finished product.

## ADDITIONAL SKILLS

### Technical Skills

- HTML, CSS, JavaScript (Core, React)
- Game Engines (Unity3D/2D, Pygame) for desktop and mobile (Android)
- C#, Python (Django), C++, Java

### Languages

- English
- Japanese (Conversational)