

ANDREW GALLUP

SOFTWARE DEVELOPMENT ENGINEER

603 418 4088
ADGALLUP@GMAIL.COM
BOSTON, MA

ABOUT ME

Software Development Engineer with 5+ years of industry experience working in both small and large teams delivering high-impact user facing products.

LANGUAGES AND TECHNOLOGIES

Java, JavaScript/Typescript, Python, CSS, C++, Git, React, Docker, AWS (CDK, Pipelines, etc...)

EXPERIENCE

- | | |
|----------------|--|
| 2022 – Present | <p>Amazon SDE, Boston, MA</p> <p>Worked full stack with product and partner teams to enhance customer experience on the Amazon Demand Side Platform DSP.</p> <p>Lead effort to translate all team-owned pages to user's native language based on locale, and assisted partner teams as they followed in our footsteps.</p> <p>Worked week-long on-call shifts acting as point of contact for the team 24/7, including receiving and resolving high severity/customer impacting tickets.</p> <p>Mentored the team's summer intern in developing a new internal feature for team use, concluding in a successful end of summer demo to the team.</p> <p>Lead implementation of metrics for latency/traffic of team-owned pages.</p> |
| 2019 – 2022 | <p>MITRE SDE, Bedford, MA</p> <p>Designed and developed the front end of a Python application using QT and Matplotlib as the sole front end developer.</p> <p>Developed an application in Python used to perform cost analysis for force compositions. Became a shot caller on the team for key design decisions towards the end of the project.</p> |

EDUCATION

- | | |
|----------|--|
| May 2019 | <p>B.S of Computer Science</p> <p>University of Massachusetts Amherst</p> |
|----------|--|

PROJECTS

Blackjack Counting Sim: Developed a Java application with a friend to count cards and play blackjack optimally in order to determine effect bet spreads and test varying play styles (alongside learning to count cards myself). Code is available on my website: www.andygallup.com

Game Development: Designed and created my own game called Borheim using the GameMaker studio platform. This included coding back end game mechanics, extensive inventory system, combat, animation and art work, and creative design. A playable demo is available on my website: www.andygallup.com