

Andy Mitchell

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EDUCATION

Illinois Institute of Technology

Master of Applied Science in Computer Science – Current GPA: 3.9/4.0

August 2024 – May 2025 (Projected)

Chicago, IL, USA

Universidad Politécnica de Madrid

Master of Science in Software Engineering — Grade: 9.4/10

September 2020 – December 2022

Madrid, Spain

University of Portsmouth

Bachelor of Science in Engineering and Management Studies — First Class Honours

September 2016 – July 2018

Portsmouth, UK

PROJECTS

Cayapas Telemedicine Web & Android App | Elixir, Phoenix, PostgreSQL, Docker, Kotlin, ObjectBox

2022

- Full-stack web application to support doctors working in the remote villages on the Cayapas river in Ecuador.
- Utilises a custom synchronisation protocol to allow for Android app to store patient data locally on-device when offline and sync to web database when WiFi is available.
- Android app allowed for image upload from gallery or camera to provide further patient info as well as a chat feature to allow for communications between doctors.
- Uses the Gettext library to support Spanish/English language support.

EXPERIENCE

Senior Software Engineer

Actemium Automation (Formerly Cougar Automation)

January 2022 – August 2024

Remote / Portsmouth, UK

- Acting as lead engineer, successfully delivered over a dozen projects on time and under budget for the company's third-largest client. These projects represented 11% of regional sales, generating over £550,000 in revenue for the Portsmouth region in 2023.
- Responsible for maintaining and updating a modular .NET application using a hybrid codebase of C# and VB.NET, comprising 11 projects and over 75,000 lines of code.
- Initiated and maintained a team-wide knowledge-sharing wiki of over 50 pages to enhance project collaboration.

Software Engineer Intern

Amigos del Cayapas Association/TEDECO

January 2022 – January 2023

Remote / Esmeraldas, Ecuador

- Developed a full-stack telemedicine web application with REST API using Elixir, Phoenix and PostgreSQL to support doctors working in indigenous and Afro-Ecuadorian communities in rural Ecuador.
- Completed development of a corresponding Android app in Kotlin to be used by doctors in rural communities to submit patient information to web application to solicit advice from volunteer specialists in Europe.
- On-site work involved commuting to several remote villages via canoe to perform outreach and usability testing, resulting in more than 20 local doctors registering for the application.

Software Engineer Intern

Hovering Solutions

September 2021 – December 2021

Madrid, Spain

- In a fast-paced startup setting, designed and developed a full-stack web application using React, Node and MySQL to support parameter configuration for custom-built drones used for 3D scanning. Web app was hosted directly on drone, facilitating real-time parameter adjustments through a custom binary protocol to the ROS software.

Software Engineer

Cougar Automation

August 2012 – February 2021

Portsmouth, UK

- Designed, developed, and commissioned software solutions for more than 50 industrial automation projects.
- Collaborated as part of a small team to elevate a key customer's sales in the Portsmouth region from under 1% to over 10%, growing sales from less than £5,000 to more than £450,000 from 2014 to 2020.
- Spearheaded the development of an 'Apprentice Training Program', featuring multiple training projects to gradually introduce apprentices to programming, helping train more than 5 new starters at the company.

TECHNICAL SKILLS

Languages: Java, C#, Kotlin, VB, Python, Elixir, SQL (MySQL, Postgres), JavaScript, HTML/CSS

Frameworks: React, Node, Express, Spring, JUnit, Bootstrap, Phoenix, Ecto

Developer Tools: Git, SVN, AWS EC2, Tomcat, Azure, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, TravisCI