

ANDREW SIMONDS

andrew.simonds@queensu.ca | 613-914-7674 | Kingston, ON / Ottawa, ON

EDUCATION

Bachelor of Applied Science, Queen's University, Kingston, ON **2017 - Present**

- **Computer Engineering** – Software Engineering Specialization
- **Dean's Scholar** – Achieved a GPA higher than 3.5
- **Programming Courses:** Data Structures, OO Programming, Algorithms, Operating Systems, Networks, Software Dev.
- **Hardware Courses:** Computer Architecture, Logic Design, Circuits, Mechatronics

PROFESSIONAL EXPERIENCE

Software Engineering Intern, Telus, Ottawa, ON **Summer 2019**

- Developed software for a mobile malware detection solution in a Linux environment
- Supported a machine learning program for anomaly detection

Bartender, Queen's TAPS Services, Kingston, ON **2018 - Present**

- Prepared drinks for the Queen's Pub

EXTRA CURRICULAR EXPERIENCE

Team Lead, QMIND – Queen's Machine Intelligence and NeuroEvolution Design, Queen's University, Kingston, ON **2018 - Present**

- Developed skills in Git, data scraping, feature engineering, and statistical concepts
- Worked with a small team to develop AI in sports analytics and video game applications

Web Developer, QWeb – Queen's Web Development Club, Queen's University, Kingston, ON **2018 - 2019**

- Acquired skills using HTML, CSS, Javascript, and Wordpress
- Spearheaded websites for design teams and clubs within Queen's University

Skills and Certifications

Soft Skills:

Bilingual Certificate – English and French
Leadership and Management
Analytical and Problem-Solving Skills
Team Player / Working with others

Technical Skills:

Languages: C, C++, Python, Java, Scala
Frameworks: Spark, Hadoop, Tensorflow
Operating Systems: Windows, Linux, UNIX

Personal Projects

Flap-Py Bird

- Implemented a neural network with a genetic algorithm on a Python version of a vanilla Flappy Bird game
- *Outcome:* Optimized a bot to run a flawless game after only a few generations
- *Skills/Tools used:* Python, neural networks, Neat libraries, code optimization

Rubik's Cube Solver

- Developed a Windows application to scan in a Rubik's cube and find a solution
- *Outcome:* Able to scan in a cube and output a 3D solution to follow along with
- *Skills/Tools used:* C++, Object Oriented programming, OpenCV, Qt, algorithms

Interests

- Data Analysis with focus in machine learning
- Cybersecurity
- E-Commerce
- Artificial Intelligence

References available upon request