

# DREW BARNES

## Software Engineer

@ anb1852@rit.edu

📞 330.554.6774

✉ 193 Countess Drive, West Henrietta, New York 14586

in <https://linkedin.com/in/drew-n-barnes>

🌐 <https://github.com/toothlessG22>

## EDUCATION

B.S. in Computer Science, Minor in Economics, Rochester Institute of Technology

📅 Expected May 2020

📍 Rochester, NY

- Dean's List - Five Semesters
- GPA - 3.81

## EXPERIENCE

Software Development Co-op

**RailComm**

📅 January 2019 - Ongoing (9 months) 📍 Rochester, NY

- Maintained a C++ MFC project with over 1.5 million lines of code.
- Developed multiple Web APIs to interface with custom systems from HTTP to C++.
- Implemented macros in Python to speed up development and testing workflows by reducing environment setup time by 25%.
- Designed and developed a test automation framework in C# that reduced the time required for the test by 75%.
- Created a proof of concept for porting a portion of the railroad drawing UI from C++ MFC to Angular.

Software Development Intern

**Union Home Mortgage**

📅 Summer 2018

📍 Strongsville, OH

- Developed an application for accepting payments from customers, which increased the efficiency and security of accepting payments.
- Created REST APIs in C# that interfaced with SQL Server for persistence to assist with security, loan processing, and payment processing areas.
- Built and deployed applications using Visual Studio Team Services.
- Worked with other employees from different departments to determine requirements for software before and during the development process.
- Presented application functionality and improvements to executives.

## SELECTED PROJECTS

Cryptocurrency Data Analysis

- Scraped Binance's API for cryptocurrency price data.
- Created gradient visualizations of the best windows for a moving average crossover strategy using Python, Pandas, and Matplotlib.

FortHub

- Created an app with a colleague to notify users of new Fortnite skins and news.
- Utilized Azure Devops, Git, React Native, SQL Server and C# to design and develop an architecture for the app.

Pathbuilder A.I. Competition

- Won first prize in RIT Java A.I. Computer Science competition.
- Utilized a Monte Carlo simulation to determine the best possible move.

## LANGUAGES

Python C# C++ C Java R  
Javascript Typescript HTML CSS  
SQL

## FRAMEWORKS

React React Native Expo Angular  
MFC Pandas D3.js

## TOOLS

Visual Studio Azure DevOps  
SQL Server Management Studio Git  
Perforce IIS Server Swagger