

# Andrew Millman

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## Skills

- **Proficient Knowledge** - iOS | HTML, CSS, JavaScript | Ruby on Rails | Principles of Design
  - **Working Knowledge** - Android
  - **Other** - C++, DirectX SDK | Python | Arduino Development
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## Education

- UC Berkeley **Fall 2017** - BS Electrical Engineering and Computer Science - **3.79 GPA**
    - Machine Learning, Mechatronics, Networking, Databases, Artificial Intelligence, Efficient Algorithms and Intractable Problems, Great Ideas in Computer Architecture, Discrete Mathematics for Computer Science
  - High Technology High School - 96.98 / 100 GPA
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## Experience

### iOS Engineer Intern at Twitch

June 2017 - August 2017

- Extended the functionality of the streamer donation system to allow donation towards participants of gaming tournaments
- Implemented GIF support, plus a CALayer subclass and UIView subclass to display GIFs
- Optimized GIF implementation via threading and memory management to support displaying upwards of 100 GIFs at a time (e.g. in a live stream's chat room) and to preserve frame rates under heavy loads

### Software Engineer Intern at Pinterest

June 2016 - August 2016

- Implemented new UI Component in iOS app, Action Prompt, which is used to educate users about the value of core actions within the app and encourages them to try (e.g. repin a pin to a board, create a new board)
- Wrote backend logic in Python to handle the unique requirements of varying action prompts and return additional data based on context like browsing history and user engagement level
- Launched Screenshot Repins feature on iOS, which automatically repins a pin on detail view to a special board called Screenshots whenever a user took a screenshot of the pin

### iOS Engineer Intern at Vurb

June 2015 - August 2015

- Made significant contributions to the in-app Group Chat feature, including properly handling user input and maintaining various network requests, managing objects across the app through Apple's NSNotificationCenter, and conforming to Apple's Design Guidelines for a natural user experience
- Wrote comprehensive Automation Tests with KIF-Kiwi and Xcode Unit Tests to ensure the functionality of features
- Improved memory performance by reducing unnecessary allocation of images and views

### VP of Projects at Cal Blueprint, Technology for Nonprofits

September 2014 - Present

- Nonprofit organization at UC Berkeley, aimed at bringing technologies to local nonprofit organizations that are making social change (<http://calblueprint.org>)
  - Led outreach and recruitment for nonprofits to work with this year
  - Currently guiding Project Leaders by helping them scope project size and modularize tasks to ensure project success and development efficiency
  - Past roles include Project Leader for SAGE Mentorship and iOS Developer for Watershed
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## Projects

### SAGE Mentorship

September 2015 - May 2016

- App that allows student mentors to log their mentoring sessions and keep track of their progress throughout the year
- Fulfilled role as Project Leader by ensuring timely project development, team transparency and happiness
- Spent time on iOS code development and maintainability – making sure objects are modular and reusable without friction between developers
- Implemented Checkin Feature that geographically verifies mentors are truly at their assigned schools as they mentor

### Watershed

September 2014 - May 2015

- App that facilitates management of environmental efforts by the Watershed Project to reduce urban pollution in runoff
- Specific role in iOS and Ruby on Rails – implemented Sites feature that allows users to browse various bioswales, rain gardens, and environmental “sites” created by Watershed and the community around the Bay Area
- Used AFNetworking to facilitate network requests, Mantle for instantiating objects from JSON responses, and Masonry to implement Autolayout for dynamic UI

### Dogecache

March 2014

- Mobile-first web app that puts a spin on the game of Geocaching, but with dogecoin (<http://dogecache.com>)
- Written in Node.js, specific role in Front-End Web and UI/UX – Responsible for displaying user information and easing interaction between the user and the map page
- Attended New York Techday to showcase project and article about app written by Motherboard@Vice News

### CityScenes

June 2013

- Navigation app for scenic routes (<http://cityscenes.tk>) that allows users to borrow CitiBikes from NYC's Citibank bike sharing and bike through various tourist locations while traveling to their final destination
- Specific role in Front-End Web and UI/UX – laid out main parts of the interface and styled elements for cleaner design