

# ANDREW HOLLIGAN

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## EDUCATION

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### University of Glasgow

September 2022 - May 2027 (Expected)

- **MSci Computing Science:** 1st Class Honours (Expected)
- Developed backend with Colyseus.js and Matter.js for an online multiplayer game, helping the team secure runner-up position at the 2024 DYHTG Hackathon

## EXPERIENCE

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### Software Engineer, Glasgow University Software Service

October 2024 - Present

- Led initial development of a policy comparison tool, responsible for full-stack development using Django
- Demonstrated the project's current state, explaining functionality while clearly outlining missing features and justifying key decision points
- Implemented the continuous development pipeline for the tool with GitLab CI/CD on DigitalOcean Ubuntu droplets, aiding future development

### Coding Tutor, Code Cadets

January 2023 - Present

- Teaching Python, HTML, CSS, and JavaScript to young learners, simplifying concepts for better understanding
- Led code-along sessions for a simple JavaScript clicker game, fostering a fun and engaging learning experience

## PROJECTS

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### Voiceover | Django, TailwindCSS, PostgreSQL

*Booking and billing system for translation and interpreting services, 3rd year team project*

- Wrote setup scripts to streamline onboarding, automating environment setup, dependency installation, and configuration of pre-commit hooks
- Led discussions during sprint meetings with the customer, updating on progress and clarifying requirements
- Actively participated in team retrospectives, identifying areas we could improve upon our team dynamics

### GridSweeper | React, ASP.NET, TailwindCSS, TypeScript, EntityFrameworkCore, PostgreSQL

[Live](#)

*Online multiplayer web game inspired by Minesweeper*

- Backend ASP.NET server with REST API endpoints and WebSocket communication
- Utilized JSONWebTokens for managing account sessions
- Endpoints and game logic tested with integration and unit tests, ensuring correct database interaction and functionality

### D2Tracker | React, TailwindCSS, TypeScript, Bungie API

[Live](#)

*Stat tracker site for Destiny 2 that displays and compares player stats.*

- Used Bungie API and worked with large complex response JSON objects to compute player stats
- Optimised performance through parallelizing API requests and LRU caching player data in local storage
- Used versioning to ensure data consistency in local storage when updates occurred

## TECHNICAL SKILLS

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**Languages** | Java, Python, SQL, C#, HTML, CSS, JavaScript/TypeScript

**Technologies** | React, ASP.NET, Express.js, Docker, Django, EntityFrameworkCore, MySQL, PostgreSQL, MongoDB

**Developer Tools** | Git, VS Code, Figma, Trello