

# Andy Young

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## Education

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### University of California, San Diego

Sep 2019 - Jun 2023

B.S. Computer Engineering

- **Relevant Coursework:** Compilers (Rust), Operating Systems (C), Distributed Systems (Go), Functional Programming (Haskell), Data Structures (C++), Networking (C), Computer Security (C)

## Experience

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### Aurora | Software Engineer

Jul 2023 - Present

- Working across the autonomous vehicle stack in **Go** and **React (TypeScript)**.

### Complete (YC W22) | Contract Software Engineer

Oct 2022 - May 2023

- Independently shipped many highly requested features using **Python**, **React (TypeScript)**, and **GraphQL**.

### Coinbase | Software Engineer Intern

Jun 2022 - Sep 2022

- Created a microservice with **Go** that scans for + fixes data inconsistencies between **S3** and **PostgreSQL**.

### Verkada | Software Engineer Intern

Mar 2022 - Jun 2022

- Designed and developed the entire front and back end of **Mustering**, a feature in access control systems for tracking the locations of people in emergency situations, using **React (TypeScript)**, **Python**, **Go**, and **PostgreSQL**.

### U.GG | Contract Software Engineer

Mar 2022 - Sep 2022

- Worked on various projects across the stack using **Elixir**, **TypeScript**, **React (JavaScript)**, **Sass**, **GraphQL**, **PostgreSQL**, **Elasticsearch**, and **AWS (Lambda, SQS)**.

### Flexport | Software Engineer Intern

Jul 2021 - Sep 2021

- Built a feature that allows Flexport's operations specialists to view the history and metadata of date changes in a shipment's route using **React (Flow)**, **Java**, and **GraphQL**.

### Okta | Software Engineer Intern

Apr 2021 - Jul 2021

- Eliminated tech debt in Okta's **React (TypeScript)** monorepo by extracting repeating internationalization code into a reusable package with a robust API and created a performance logging system using **Node.js** that automatically uploads a weekly Lighthouse report of any pre-production site to **AWS (S3)** for teams to view.

### PINT | Software Engineer Intern

Oct 2020 - Jan 2021

- Developed automated QA tools with **Node.js** and independently created a responsive 12-page website for a client using semantic **HTML** and completely custom **CSS**.

### ADP | Contract Software Engineer

Jul 2019 - Sep 2020

#### Domino's Pizza

- Used **Node.js** and **MongoDB** to create a web app that aggregates data from 500+ employees of Domino's Pizza to automatically perform a weighted distribution of tips, generate payroll sheets for ADP, and track healthcare eligibility.

#### Tory's Roofing

- Worked directly with Tory's Roofing to automate and digitize their employee/job management system by developing a web app using **Ruby on Rails** allowing foreman to submit timesheets on an intuitive mobile UI and managers to review and automatically perform the payroll every week.

## Projects

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### Online Capture The Flag | [node-ctf.onrender.com](http://node-ctf.onrender.com)

Spring 2017

- Developed a lightweight online real-time multiplayer capture the flag game using **Node.js** and **socket.io**.

### OP.GG Search | [opgg.andyluyoung.com](http://opgg.andyluyoung.com)

Summer 2016

- Created a Chrome extension with **JavaScript** as a freshman in high school, which currently has 5,000+ users, that adds extra features to a League of Legends statistics website.

## Skills

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- **Languages:** JavaScript, TypeScript, Python, Ruby, Java, C, C++, Go, Haskell, Elixir, Rust
- **Frameworks:** React, Node, Flask, Rails, Spring