

Andrew Henley

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SOFTWARE DEVELOPMENT WORK EXPERIENCE

Software Applications Developer

Oct 2021 - Present

OPM (U.S. Office of Personnel Management), <https://www.opm.gov/>, Remote

- Programming in C#, SQL, JavaScript, Vue, and HTML to design, build, and test document websites and Windows applications.
- Produce software solutions with the use of agile principles within a Scrum framework to assist federal agencies.

Software Developer

Jun 2019 - May 2021

QMSI (Quality Manufacturing Systems Inc.), <https://qmsionline.com/>, La Vergne, TN

- Programmed in C# and C++ to create and modify applications for use in automated pharmacy systems. (Specifically, using WPF, XAML, .NET, and MFC development tools.)
- Created SQL stored procedures and tables that were used by applications to store and retrieve data for orders.
- Lead, developed, and deployed, software packages both by remote and traveling to on site facilities.

Web Developer

Aug 2018 - Jul 2019

WiCyS (Women in CyberSecurity), <https://www.wicys.org/>, Cookeville, TN

- Developed and maintained an API in Python to help link a forum website with a growing database of 4000+ users.
- Maintained a modern UI for the main and forum website.

PROFESSIONAL SKILLS

Proficient: C# .NET, JavaScript, Vue, Angular, SQL, GML, HTML, CSS
Established: Python, Java, C, C++, PHP, Assembly
Tools: Git, GitHub, ADO, TFS, Visual Studio, VSCode, SSMS, Firebase, Paint.net, GIMP, Unity, GameMaker

PERSONAL SOFTWARE PROJECTS

ClinicOwl (Angular and Firebase - Website)

<https://clinicowl.com/>

Developed a website used for compliance training in hospitals. The website gives hospital staff the ability to take necessary compliance lessons on a yearly basis. Angular was used to develop the website, while leveraging Google's Firebase for the database.

Launcher Heroes (GameMaker Studio - Xbox and Windows)

<https://www.drewworks.dev/>

Developed a multiplayer party game and released it on Xbox and Windows. Created the multiplayer server using Node.js. The multiplayer server application is hosted on AWS. The game took roughly 1 year to develop. It can be played with up to 6 players locally or online. Created an open source XInput extension for GameMaker, available on GitHub, that is used by the game.

Slicer (GameMaker Studio - Android and iOS)

<https://www.drewworks.dev/>

Created an engaging game meant to challenge the user to want to continue playing after losing. Formatted and developed the display of advertisements to users by using an API designed to communicate with MobAds. Integrated an online leaderboard into the game by using an API to connect to Google Play Leaderboard services (on Android) and Apple's Leaderboard services (on iOS).

EDUCATION

BS Computer Science - Software and Scientific Applications Concentration

2015 - 2019

Tennessee Technological University, Cookeville, TN 3.6