



Andrew McDonald

Software Developer

Phone: 845 522 6855

Email: andrewmcdonald.dev@gmail.com

LinkedIn: </in/andrew-mcdonald-dev/>

GitHub: </AndrewMcDonald-Dev>

Website: andrewmcd.dev

I'm Andrew. I enjoy building fully featured, clean products across the whole software stack. Focused on developing intuitive applications with high fault tolerance that adapt to changing demands swiftly.

Skills

I already know

React.js 4/5 TypeScript 4/5 Rust 4/5 Vue.js 3/5 Apollo GraphQL 3/5

SASS 3/5 Python 3/5 PostgreSQL 3/5 Obsidian 3/5 MongoDB 2/5

Pandas 2/5 Php 2/5 Neovim 2/5 Cloudflare 1/5

I want to learn

Astro Go

Work experience

Web Developer

January 2023 - June 2023

Town of New Paltz

- The purpose of this project was to remake an old web app for the modern era.
- Interfacing with a new api brought many challenges but good documentation made it significantly easier.
- Working with a team and making our unique assignments work well together was new and exciting.
- The project is still in the development but most of the leg work was completed by our team.

Technologies: Php, MySQL, Google Maps

Freelance Web Developer

November 2021 - November 2022

Sponsr

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process.

- Great learning experience for full deployment of a web app.
- Learning GraphQL was challenging and useful.
- Nextjs held its own as the complexity of this project ballooned.
- Working under the direction of clients taught me a lot of communication techniques for complex ideas.
- Starting a project with strong structure payed off as the project grew in complexity.
- This project solidified TypeScript as superior to JavaScript in my mind.

Technologies: React.js, Next.js, TypeScript, Apollo GraphQL

Projects

History Map

January 2023 - June 2023

This project had many objectives within a small time frame. Through a lot of work and weekly communication with the clients, the project got to a solid state before it was passed to the next group. This project was given to my team by SUNY New Paltz. Thanks to the addition of a professional graphic designer halfway through the project, the UI was optimized and turned out clean and simple. This project had many objectives with a small time frame. Through a lot of work and weekly communication with the clients the project got to a solid state before it was passed to the next group. This project was given to my team by SUNY New Paltz. Thanks to the addition of a professional graphic designer half way through the project, the UI was optimized and turned out clean and simple.

Demo: <https://cs.newpaltz.edu/p/s23-06/v5/>

Technologies: Php, MySQL, Google Maps

Raycaster

October 2022 - November 2022

This quick project is the most visually impressive project I have done. After, about 2 weeks of work I was able to build a 2D raycasting simulation that is interpreted up to a 3D game. This technique is similar to the original Wolfenstein 3D rendering engine.

Repository: <https://github.com/AndrewMcDonald-Dev/raycaster>

Technologies: Rust

Sponsr

November 2021 - November 2022

This was the first professional project I have completed. The most informative part of this project was learning to effectively communicate with people that weren't knowledgeable on web development. Building a project where I have to interact with the entire stack was a great learning experience which exposed me to many unfamiliar topics. Completing this project

convinced me of my own ability to learn progressively and to tackle topics for which I have little experience.

Demo: <https://sponsr.com/>

Technologies: React.js, Next.js, TypeScript, Apollo GraphQL

Course Scheduler

January 2021 - June 2021

This was a fun project especially because of the presence of a client. Having a client with their own idea of the end goal was formative for how I envision the end product. I always kept my understanding of what the client wanted in my mind in order to deliver the best product.

Technologies: TypeScript, Php, MySQL, jQuery

Education

Computer Science

September 2023 - July 2024

State University of New York at New Paltz

Master degree

Computer Science

September 2019 - July 2023

State University of New York at New Paltz

Bachelor's degree