

# Andrew Diamantoukos

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## EDUCATION

**Rochester Institute of Technology**, Rochester, New York  
Bachelor of Science in Game Design & Development (Graduated May 2013)  
**GPA:** 3.58 (PFOS: 3.9), Dean's List

## SKILLS

**Programming:** C++, Java, C#, JavaScript, HTML/CSS, MySQL, MongoDB, Go, Perl, Bash  
**Software:** Visual Studio, Eclipse, Git, Mercurial, Adobe Suite, Amazon AWS  
**Operating Systems:** Windows, Linux, Mac OSX

## EXPERIENCE

**Software Engineer** (2014 – Present)

**Cogito Corp**, Boston, Massachusetts

- Collaborated with fellow engineers to architect a cloud-based storage solution using Amazon S3.
- Created a heavily tested microservice in Java responsible for configuration of Cogito services.
- Refactored a large, multi-component, codebase to use the latest version of the Jersey library.
- Practiced continuous integration techniques using Jenkins and Gradle.

**Software Engineer** (2013 – 2014)

**ViewDo Labs**, Woburn, Massachusetts

- Worked on front-end widget and back-end components for a highly visual, data-driven product suite using contemporary development stack methodologies targeting desktops and tablets.
- Practiced Agile methodologies to ensure work was correctly scoped and planned out.
- Fully integrated a full stack implementation of a daily digest e-mail for users utilizing C#, SQL, JavaScript and Knockout for the core back and front end components.

**Software Development Engineer** (2013)

**AMD**, Boxborough, Massachusetts

- Debugged graphical drivers to achieve optimal performance on the latest hardware.
- Worked with various hardware and OS configurations to assure uniformity.

**Teaching Assistant / Grader / Tutor** (2011 – 2013)

**Rochester Institute of Technology**, Rochester New York

- Assisted two Data Structures and Algorithms courses, three freshmen-level programming courses.
- Collaborated with professors to write assignments and teach several lectures.

## SELECTED PROJECTS

**Graphics Programmer**

**Peripheral Void** (2013)

- First-person puzzle game created with a team of 4 students in C++ and using the DirectX 11 API.
- Programmed various rendering techniques and shaders such as hardware instancing and rendering to the Oculus Rift with tight time constraints.

**Engine Programmer**

**Shinto Showdown** (2012 – 2013)

- Isometric strategic role playing game utilizing C++ and the DirectX 9 API in a team of 5 students.
- Designed various components and interactions in areas such as graphics, game logic, controls.

## OTHER EXPERIENCE

- IGM Student Ambassador (2012 – 2013)