

ANDREW WISBAR

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I am currently focused on growing and developing a set of skills that will allow me to secure a career as a successful and productive software engineer.

EXPERIENCE

2021 – PRESENT

RESEARCH ASSISTANT, N.I.U. DEPARTMENT OF COMPUTER SCIENCE

While studying at NIU I have taken the opportunity to work alongside Assistant Professor Maoyuan Sun on one of his research projects.

While working on the project, I have studied and implemented solutions informed by topics including:

- Data Visualization
- Machine Learning and Computer Vision
- Human Computer Interaction
- UX Design

EDUCATION

DECEMBER 2019

ASSOCIATE OF SCIENCE, ELGIN COMMUNITY COLLEGE

- Graduated with Highest Honors
- Overall GPA: 4.0
- Member of Phi Theta Kappa Honors Society

MAY 2023 (EXPECTED)

BACHELOR OF SCIENCE, NORTHERN ILLINOIS UNIVERSITY

- Majoring in Computer Science
- Current GPA: 4.0

SKILLS

- Skilled with C/C++
- Skilled with JavaScript
- Skilled with Java and C#
- Experienced with Git
- Experienced with Python
- Experienced with SQL
- Experienced with PHP
- Experienced with IBM System/370 Assembler Language
- Experienced with RISC-V Assembler Language
- Familiar with R
- Experience with planning, writing, and maintaining large ongoing projects using multiple languages

PROJECTS

RELATIONSHIP VISUALIZER

An interactive web-based visualizer for exploring relationships in multi-layer bipartite graphs.

- Strong focus on UI/UX design
- Clear communication of complex data

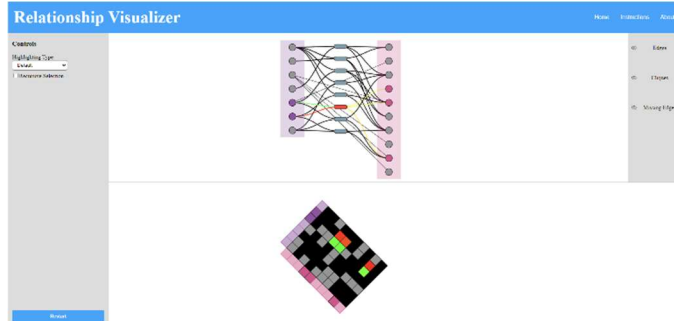


IMAGE-CAPTION LINKER

Web-based application for generating data for, and validating the output of a machine learning algorithm

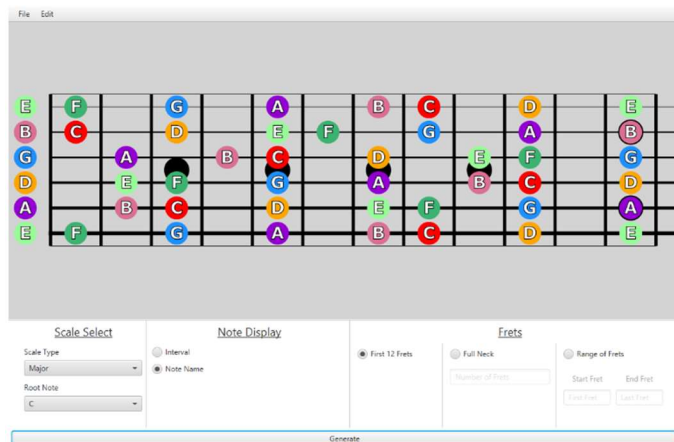
- Makes use of tfjs and COCOSSD to perform in-browser object detection



FRETBOARD CALCULATOR

A desktop GUI application for viewing and exploring scales and chord structures on fretted musical instruments

- Intuitive design, with simple but highly useful function



EUCLIDEAN RHYTHM GENERATOR

Multi-channel Euro-rack compatible Euclidean Rhythm Generator built with Arduino.

- Allows for real-time manipulation of electromechanical controls
- Stable, accurate time keeping using the Arduino's built in timers
- Combines electronics and software knowledge

