

ANDREW BAKER

Computer Science and Robotics Student

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📍 Little Rock, Arkansas

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EDUCATION

Bachelor of Science (2026)
Computer Science, Robotics Dual Degree

University Of Michigan

📅 August 2022 - current

📍 Ann Arbor, MI

🎓 GPA: 3.425

Relevant courses

- Programming and Introductory Data Structures (EECS 280)
- Accelerated Introduction to Computers and Programming (ENGR 151)
- Discrete Mathematics (EECS 203)
- Multi-variable Calculus (MATH 215)

SKILLS

- Python
- Java
- JavaScript
- C++
- MongoDB
- Swift
- Unity
- CSS
- HTML

VOLUNTEERING

- Camp Aldersgate - Camp serving disabled children
- Tree Streets - Tree planting nonprofit helping improve Little Rock neighborhoods
- U of A Little Rock Summer Laureate University for Youth - Counselor for gifted and talented summer camp

WORK EXPERIENCE

Junior Developer

Apothewell Inc.

📅 April 2021 - August 2022

📍 Little Rock, AR

- Engineered an internal website to interact with our production databases.
- Developed both front-end and back-end tools using Javascript, Python, and MongoDB.
- Trained and taught summer interns the basics of website development
- Mentored interns through building their own website resumes.
- Created and compiled in-house documents on administrative website structure and use.

Tennis Aide

City of Little Rock | Rebsamen Tennis Center

📅 August 2020 - March 2022

📍 Little Rock, AR

- Managed the front desk of a tennis center, greeted players and coaches, and responded to requests for information and reservations

PROJECTS

Euchre

📅 March 2023

- Built out the logic for a program that simulates the card game Euchre, supporting a computer player and a human player.
- The learning goals of this project included abstract data types, derived classes, inheritance, and polymorphism.
- I enjoyed writing the test cases for this project because they were very elegant given the way that Euchre is played.

Machine Learning

📅 April 2023

- Developed a program that automatically identifies the subject of posts from a forum using natural language processing and machine learning techniques.
- The learning goals of this project included function objects, recursion, container ADTs, dynamic memory, the big three, linked lists, and iterators.
- It was interesting to work with map and tree data structures because they were completely new to me.

Augmented Reality Research Project/Paper

Co-Author

📅 April 2023 - current

- Partnered with a Ph.D. candidate from Brown University's Computer Vision Lab.
- My responsibilities are to curate literature such as research papers and articles to help formulate research hypotheses and plan experiments.
- As the research efforts continue, we will compile our findings and submit them for publication.
- My portion of the paper will consist of data visualization, background for the project, and future applications of our research.

CERTIFICATIONS

- Apple App Development with Swift Certification 2021, Arkansas State University while enrolled at Central High School