

Andrew Kolarits

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Education

The Ohio State University — Columbus, OH August 2019 - May 2023

B.S. in Computer Science and Engineering, Minor in Mathematics | GPA 3.43/4.0

Selected Coursework: Data Structures/Algorithms, Database Systems, Operating Systems, Game Design, Linear Algebra, Artificial Intelligence, Machine Learning, Computer networking

Experience

General Dynamics Mission Systems — Pittsfield, MA

Systems (Software) Engineering Intern (May 2022 - PRESENT)

- Designed embedded run time integrity checking driver for the T2080 security engine providing enhanced cyber security features to the T2080 board
- Developed ISCSI networking capabilities for the QEMU emulation environment with automated pipeline testing
- Designed Jira backend features to improve overall program management
- Developed software in a professional Agile team environment

The Ohio State University — Columbus, OH

Computer Science Instructional Assistant (August 2021 - May2022)

- Provided instructional assistance for professor in data structures and algorithms course
- Lead weekly meetings to review materials, answer course questions, and provide assistance to students outside of the classroom
- Evaluated weekly course assignments and developed constructive feedback

Bright Minds Learning Academy — Canton, OH

Standardized Test Tutor (October 2018 - August 2021)

- Lead students in math and science tutoring sessions resulting in higher standardized test scores
- Developed student curriculum for grades 6-12 in various math and science subjects

Projects

Super Mario Bros Game Remake (Fall 2021)

- Lead team in an Agile environment to effectively develop the Super Mario game from scratch
- Developed collision detection, physics engine, and all animation logic
- Collaborated with others using Azure Devops and Git

Pathing Finding Algorithm Visualizer Tool (Fall 2021) / <https://andrewkolarits.com/website-portfolio.html>

- Developed web application to visualize pathfinding related algorithms, to help students develop a deeper understanding of various algorithms
- Designed website in order to make visualizer accessible to users and fellow students
- Implemented checkpoint and wall features making the application more interactable

MatLab Hero (Fall 2019) / <https://github.com/andyroo123/GuitarHeroMatlab>

- Developed rhythm game in MatLab resulting in a playable Guitar Hero like game
- Lead team of engineers in programming phase of the development process
- Earned 1st place at The Ohio State Software Design Project Showcase

Skills

Languages: C/C++, Python, Java, Javascript, HTML/CSS, SQL, C#, MatLab, x86 Assembly

Environments: Linux, Jira, Gitlab, Confluence, Agile Development, Azure DevOps