ANDY SCHNEIDER

Software Engineer

Contact

📞 Request via email!

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in linkedin.com/in/
andy-schneider-eng

Education

June 2019

**University of Calgary
Software Engineering - 4.00**
*Biomedical Engineering
Specialization*

Awards

June 2019

APEGA Past Presidents' Medal
in Engineering - Software

June 2019

Governor General's Silver
Medallion

2016, 2017

Bennie Vorster Memorial
Scholarship in Software Engg

Certifications/Training

July 2021

Certified ScrumMaster (CSM)
Scrum Alliance

October 2021

Web Authentication, Encryption,
JWT, HMAC, OAuth With Go
Udemy

Professional Experience

June 2023 – Present   Calgary, Alberta

Software Developer at Shopify

- Primarily frontend, some backend working to support 3rd party (partner) app and extension development (React, Typescript, Ruby on Rails, MySQL)

June 2019 – May 2022   Calgary, Alberta

Full Stack Software Engineer at Circle Cardiovascular Imaging
cvi42 | Report (www.circlecvi.com/cvi42/reporting): Web-based cardiac report

- Built deployment-specific customizations of the product using Docker for OEM sites with unique constraints (host OS, server availability limitations) to enable new revenue streams.

- Became the subject matter expert in localization, streamlining the process for updating translations and supporting the product in 10 new languages.

- Facilitated efficient meetings as scrum master on a team of 5-10 developers.

- Migrated a backend data ingress pipeline from PHP to Go with TDD techniques, achieving 80%+ code coverage and reducing computation time by 50%.

- Utilized Go, JavaScript, TypeScript, Angular, PHP, MSSQL, SQLite, Jira, TeamCity.

Feb 2020 – June 2020   Calgary, Alberta

Technical Support Contractor at Partake Brewing

- Safely migrated live WordPress e-commerce site with 3000+ customers to Shopify, improving support and customer experience (PHP, Ruby).

- Developed tools to analyze user funnels of buying patterns to guide marketing campaigns. For example, to validate that customers who buy sampler packs often go on to buy a subscription.

May 2017 - August 2018   Cochrane, Alberta

Software Engineering Intern at Garmin Canada

- Optimized the optical heart rate algorithm with a genetic algorithm approach (C++, Python), increasing accuracy on Garmin's fitness wearables by ~4%.

- Developed a C# application for visualizing effects of algorithm changes on heart rate calculation accuracy. This allowed reviewing batched datasets rather than individual ones, reducing a half-hour process to minutes.

- Implemented a wireless PID motor controlled test fixture in C for evaluating optical heart rate hardware, reducing manual engineering test time by 90%.

Software Projects

Personal Website: www.andyschneider.ca/about (React, Go, PostgreSQL)

Game Developer at 90% Studios (https://www.ninetypercentstudios.com)

- Created Panel Royale in Unity, a battle-royale match-3 game with 100+ MAU.

- Built the underlying inventory and character interaction systems for the 'Purrfect Apawcalypse' series, which achieved a combined 350+ positive Steam reviews.