

Andy Biar

Software Engineer, Creative Coder

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EXPERIENCE

CORE Technology Associate, Comcast NBCUniversal

CORE Technology is an accelerated rotational program designed to identify and develop future technology leaders through three full-time positions over two years

User Experience Researcher, Comcast

starting January 2016 | Philadelphia, PA

Project Manager, Universal Parks and Resorts

June 2015 - January 2016 | Orlando, FL

- Managed two vendor teams to install 34 new wireless access points
- Developed a proof of concept using proprietary API and presented results
- Authored a comprehensive test plan for proprietary custom hardware, involving weeks of testing and close collaboration with international vendor

Systems Analyst, NBCU Digital Products and Interactive Media

July 2014 - June 2015 | Los Angeles, CA

- Worked with a team of four to develop NBCU Cloud Video Services, a RESTful API for uploading, watermarking, and streaming video content
- Designed, developed, and tested API endpoints using Java, Maven, and Spring
- Led multiple calls with vendors to triage problems with integration

Co-Creator, PEEK (Augmented Reality Application)

February 2013 - Present | Pittsburgh, PA

- Invented a new 3D modeling technique in the Unity3D game engine, and used it to create two series of augmented reality graffiti installations in Pittsburgh
- Commissioned by the VIA 2014 festival and Studio for Creative Inquiry
- Featured in publications at [Creators Project](#), [PSFK](#), and [Prosthetic Knowledge](#)
- Achieved status as top Google search result for “Augmented Reality Graffiti”

Project Lead, Heroes of Gondor (Sigma Phi Epsilon Booth Game)

September 2013 - April 2014 | Pittsburgh, PA

- Directed a team of 13 artists, engineers, and designers in development of a 3D video game installation to be seen and played by 5,000 people at CMU Carnival
- Led development of game logic, AI, and physical interface with Kinect / DDR pad

Software Engineering Intern, Zappos.com

June 2013 - August 2013 | Las Vegas, NV

- Designed, developed, and deployed a Java application to automate the unsubscription process for users whose emails returned a non-delivery notice
- Presented a concept Node.js web application to CEO Tony Hsieh

EDUCATION

Carnegie Mellon University

BCSA Computer Science and Arts '14
University Honors

SKILLS

Programming

Java / C#

Javascript / HTML / CSS

C / C++

Technologies

Unity3D / OpenGL

Amazon AWS

Maven / Tomcat

Spring Framework

Node.js

Bash (Unix Shell)

MySQL

RabbitMQ

Arduino

AWARDS AND RECOGNITION

First Place, API Hackday Dallas

July 2012 | Dallas, TX

- Created a concept video game installation where up to 32 players could play together on a projector screen at an event using Twilio text messaging as a controller

Finalist, The Space Open Call

December 2014 | London, UK

- Proposed an augmented reality video game idea to an international art competition. Recognized in the top 45 out of 600 applicants

Eagle Scout

March 2010 | Houston, TX