

Andrew Robert McBurney

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Workplace Experience

Software Engineering Intern Jan. 2018 – Apr. 2018
Datadog New York, NY | USA

- >> Implemented a persistent caching system for Homebrew, improving performance of the `brew link` command by 97%. Wrote a [blog post](#) detailing the analysis & optimization
- >> Designed and implemented an open-source, self-hosted server for managing Trello cards based on GitHub webhook events. The code is available [on GitHub](#)

Software Engineering Intern May 2017 – Aug. 2017
Doximity San Francisco, CA | USA

- >> Created an internal web scraper to query GitHub's GraphQL API to find potential hires for engineering outsourcing
- >> Implemented a redis-based locking mechanism for an internal deployment tool restricting the number of deployment jobs to one job per environment

Software Developer Intern Sep. 2016 – Dec. 2016
Vena Solutions Toronto, ON | Canada

- >> Optimized SQL queries solving a n+1 query problem by fetching lazily loaded object members before serialization, decreasing mean response rate by 99% (~1m to <1s)
- >> Placed second in pair test-case writing competition involving all developers at the company (~60 people), judged by the quality and quantity of test cases written

Leadership Experience

Vice President, Academic Sep. 2016 – Dec. 2017
Waterloo Engineering Society Waterloo, ON | Canada

- >> Coordinated professional development events for hundreds of engineering students such as tech talks, career fairs, résumé critiques, and interview skills workshops
- >> Advocated for undergraduate engineering students on university and faculty committees for issues related to academics, co-op, and professional development

Open Source Experience

Fastlane Feb. 2018 – Present
Mobile-Optimized Continuous Integration github.com/fastlane/ci

- >> Core contributor to [Fastlane Tools](#), helping build mobile-first continuous integration

Conductor Sep. 2017 – Dec. 2017
Distributed Job-Scheduling System github.com/AndrewMcBurney/conductor

- >> Co-implemented a distributed job management system for registering workers, and scheduling jobs to execute on them, allowing for conditional scheduling

Emerald Language Sep. 2016 – Dec. 2017
HTML5 Templating Engine github.com/emerald-lang

- >> Designed and implemented a whitespace-delimited HTML5 templating engine with support for variable scoping, interpolation, iteration, and conditional logic

 @armcburney

 andrewrobertmcburney.com

 github.com/AndrewMcBurney

Languages

Ruby
Python
TypeScript
JavaScript
Scala
C++

Technologies

Ruby on Rails
Sinatra
Flask
Angular
Node.js
PostgreSQL
MySQL
SQLite
Redis
Docker
Vagrant
WebGL
HTML5 (Slim, Pug)
CSS3 (SCSS, SASS)

Interests

Distributed Systems
Concurrent Programming
Functional Programming
Computer Graphics
Recording Music

Education

Bachelor of Software Engineering
University of Waterloo, Waterloo ON
Sep. 2014 – Apr. 2019