

Andy Mechalakos

To see my projects in detail please visit my website - andymech.net

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EDUCATION

Pace University, MS in Computer Science - 3.93 GPA

September 2018 - May 2020

Quinnipiac University, BA in Game Design and Development - 3.33 GPA

September 2014 - May 2018

EXPERIENCE

ECI Software Solutions, Remote — Software Developer

June 2021 - August 2023

Fixed defects in Deacom software as a part of regular duties. Implemented several system enhancements and communicated with other departments in order to ensure the needs of tickets are fully met.

Wrote a custom tool to report on ticket completion metrics for both Developers and the QA team.

Quinnipiac University, Hamden CT — Educational Game Programming Internship

Summer 2017

Supervised and designed a grant-funded educational video game ("Ligand Quest) to teach basic pharmacology.

Memorial Sloan Kettering Cancer Center, New York NY — Data Migration Assistant

Summer 2016

Collated and transferred assurance data for medical linear accelerators to Excel. Worked with software built for storage and summarization of quality assurance data.

Memorial Sloan Kettering Cancer Center, New York NY — Data Migration Assistant

Summer 2014

Transferred patient data archives from an Alpha-based to a PC-based system.

SKILLS

- C#
- Unity Engine
- Java
- SQL
- HTML
- Javascript
- CSS
- Version One
- Git
- TortoiseSVN