









# DANIEL ANDRUS

software engineer

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Talented and educated software engineer with a strong desire to build products that delight and empower users. Places high value in clear and thoughtful interface and software design. Takes pride in high-quality products and strives for excellence.



career

## YOUTUBE 2016-PRESENT

Software Engineer working on the YouTube app for Android. Improved performance, stability, maintainability, and the user experience. Gained experience in teamwork, operating at scale, rapid release schedules, automated testing, and Android development.

## 7400 CIRCUITS 2015

Designed and developed a cross-platform desktop application for users to transfer data onto and pull data from a modified game cartridge. Maintained the Android and iOS game *Trouble with Robots*, adding support for Chinese, Japanese, and Korean character sets. Gained experience in project management, interface design and programming, communication protocols, automated tooling, and QT.



education

## BLACKHILLS.COM 2013-2015

Designed and built numerous web sites for a variety of small businesses. Using modern design and web techniques to build sites that met unique requirements and were accessible. Gained experience in server-side scripting and stylesheets following industry best practices.

## B.S. OF COMPUTER SCIENCE 2012-2016

Attended the South Dakota School of Mines and Technology. Was involved in numerous groups, including the programming team, the local ACM chapter, and the game development club.

## SDSM&T PROGRAMMING TEAM 2014-2016

Competed in the 2017 ACM-ICPC World Finals in Phuket, Thailand, representing the school, state, and country among other accomplished schools from around the world.



skills & hobbies

android qt love2d | git android studio web visual studio intellij bash | java c++ lua  
python html css php

game development | web development | video gaming | magic the gathering  
visual design | tinkering | outdoor adventures