

Andrew Mittereder

software developer, designer, technologist

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Education

Carnegie Mellon University

Pittsburgh, PA – Class of 2014

B.S. in Computer Science and Human-Computer Interaction
with University Honors
Cumulative GPA: 3.98

Thomas Jefferson High School for Science and Technology

Alexandria, VA – Class of 2010

Cumulative GPA: 4.45

Experience

Microsoft Corporation

Software Engineer – August 2014 to Present
Windows 10 Interaction Platform Team

Microsoft Corporation

Software Development Engineer Intern – May 2013 to August 2013
Prototyped new features for the Precision Touchpad in Windows 8.1.

Microsoft Corporation

Software Development Engineer Intern – May 2012 to August 2012
Prototyped new features for the Touch Keyboard in Windows 8.

Carnegie Mellon Human-Computer Interaction Institute

Research Intern – May 2011 to August 2011

Conducted a research study with Dr. Bruce McLaren investigating the effects of erroneous examples on student learning of decimal math.

Projects

Hypersonic

Windows 10 Application – August 2015 to Present

A clean, simple, and beautiful NewsBlur client for Windows 10, allowing users to stay updated on RSS feeds on their mobile devices.

FingerSense

HCI Undergraduate Capstone Final Project – January 2014 to May 2014

Worked with Qeexo Co. to evaluate how their core product, FingerSense, can impact touchscreen interaction, and develop a compelling mobile experience showcasing its full potential. I was the Technical Lead on the project.

CMUOPOLY

Cross-Platform Mobile Web Apps Final Project – March 2013 to May 2013

Developed a CMU-themed MONOPOLY web app that takes advantage of both desktop and mobile devices to play online with your friends from anywhere.

Casual Coffee

Interaction Design Studio Final Project – March 2013 to May 2013

Designed a concept for an interactive system that brings ubiquitous computing into the traditional coffee shop.

Coursework

Distributed Systems
Algorithm Design and Analysis
Cross-Platform Mobile Web Apps
Software Structures for User Interfaces
Interaction Design Studio
User-Centered Research and Evaluation
Interaction Techniques
HCI Undergraduate Capstone

Skills

Software Development

C/C++, C#/XAML, Java, Objective-C

Web Development

HTML5, CSS3, JS, jQuery, Node.js, MongoDB

Source Control

Git, Mercurial, Subversion

Design

Photoshop, Illustrator, InDesign

User Research/Prototyping

Think-aloud studies, Contextual Inquiry, User-Centered Design

Activities/Honors

The Phi Beta Kappa Society

Member – May 2014 to Present

The Honor Society of Phi Kappa Phi

Member – April 2013 to Present

Student Vice-President – April 2013 to May 2014

Carnegie Mellon University Disciplinary Committee and Academic Review Board

Board Member – August 2012 to May 2014

Game Creation Society

Member, Project Leader – August 2010 to May 2014

Carnegie Mellon University Senior Leadership Recognition Award

May 2014

Charpie Scholar