

Andrew Leach

contact

andrewleachy@gmail.com
[online portfolio](#)

interests

Hiking
Piano
Traveling

technologies

proficient:

Ruby
TypeScript
React
Dart
Flutter

competent:

Java
C#
Powershell

novice:

C++

languages

fluent:

English

learning:

German
Italian

work experience

- 2018 - Now **Microsoft** Based in Germany
Senior Software Engineer
GitHub (current position)
- Full-stack web developer for the Issues feature of GitHub, using Ruby and TypeScript
 - Handling incident responses through data-analysis with Splunk, Data-Dog and Sentry
- Microsoft To Do
- Developed Microsoft To Do for Windows, utilizing UWP and C#
 - Improved overall sync quality and accessibility
- 2015, 2016 **Microsoft** Seattle, USA
Software Engineering Intern - November to February each year
- Developed internal health dashboards with ASP.NET using C#
 - Manipulated and retrieved data using complex SQL queries
- 2014 - 2016 **Study Ladder Pty Ltd** Based in Sydney, Australia
Web Developer
- Developed internal tools using PHP for image manipulation
 - Implemented SQL security measures

significant software projects

- 2016 - 2017 **Infinite World Generation**
Created a 3D world generation [algorithm](#) in C# that allows a theoretically infinite generation in all directions while requiring zero storage of generated areas
- 2012 - 2015 **Dimensia**
Developed and released my first full PC game, [Dimensia](#), made in C# with XNA
- Portfolio**
These projects, and more, can be seen in detail on my online portfolio [here](#)

education

- 2014 - 2017 **Bachelors of Engineering (with Honours)** The University of Waikato
Software Engineering
Graduated with First Class Honours - Dec, 2017

achievements

- 2016 **IEEE 24h Programming Competition** Institute of Electrical & Electronics Engineers
First place in New Zealand as a team of three, and sixteenth worldwide
- 2016 **New Zealand Programming Competition** University of Canterbury
First place in a team of three within my respective division, more about my competitive career can be found [here](#)