

ANDY LYEK

(209) 450-3665 | andy@lyek.me | linkedin.com/in/andy-lyek | lyek@stanford.edu

EDUCATION

Stanford University

Bachelor of Science in Engineering, Electrical Engineering & Computer Science

Stanford, CA

Expected June 2028

Relevant Coursework: CS106B: Programming Abstractions; CS107: Computer Systems; CS109 - Probability for CS

EXPERIENCE

Founder & Lead Video Producer

JohansenVPN

Aug. 2022 – Jul 2024

Modesto, CA

- Secured \$100K in funding for the video program through leading my production team to create professional videos and engaging within the community.
- Produced event recaps and sales videos for companies such as *iHeartRadio* and *Modesto City* which increased funding from the *US Department of Education* by \$100k.
- Launched the Video Production program for Modesto City Schools, mentoring hundreds of students and guiding them into the field of media.

Junior Software Developer

CraftiGames

Aug 2021 – Feb 2022

Remote

- Updated old Java code bases to modern development standards, improving functionality and scalability for over 50,000 clients
- Worked with a team of developers to create, design, and ship player-based games, taking the lead role in producing games.
- Contributed 50K+ lines of code to an established codebase via Git
- Increased revenue by 50% through player sales by implementing game designs that maximized revenue.
- Designed and deployed infrastructure changes that used modern technologies such as *gRPC* and *Redis*
- Improved efficiency within the backend infrastructure through a custom remote game system built with *Java*, *MySQL*, and *gRPC*, resulting in start times decreasing by 95%.

PROJECTS

Rice Stats | Docker, Grafana, Java, InfluxDB

Data Analytics Software

- Developed a plugin for Minecraft with Java that allows server owners to analyze their player interactions visually
- Deployed Grafana to visualize player data trends and behaviors, providing analytics to gain insight into players
- Leveraged Docker to scale InfluxDB efficiently to process thousands of data requests.

Webstore Scraper | Rust, CronJobs, Discord API, Github, CLI

Web Scraper

- Designed and implemented a web scraper to scalp websites such as Best Buy SKUs
- Used design architectures such as cron jobs, webhooks, and web scrapers
- Scraped the web using a custom *HTML Tree Parser* to parse reactive and non reactive sites
- Created for use within Discord communities which interfaced with Discord's API to alert users to any store updates in realtime.

Frostless Network | Spigot API, Java, Git, UNIX, Postgres, DevOps

Game Infrastructure

- Designed, built, and deployed a custom Minecraft server which supported thousands of players with minimal latency.
- Focused heavily on optimization for both client and developer experience which involved using *Redis* for high availability caching and *PostgreSQL* for data persistence, reducing server load by 75%.
- Automated deployments and scaling with *Github Actions* and *TravisCI* to ensure real time updates with no downtime for clients.
- Engineered a game server system which handled networking, matchmaking and player data with the use of *Kubernetes*.
- Deployed and self managed bare metal servers using *TailScale*, improving developer productivity and ease of access during on call.

SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, Rust

Frameworks: React, Node.js, Tailwind

Developer Tools: Git, Docker, Redis, TravisCI, Google Cloud Platform, RabbitMQ, Typescript

Awards: 1st place in Cyber Security Hackathon (2022); Modesto City Schools CTE Award