

# Andrew J. Sawyer

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## EDUCATION **Auburn University**

Auburn, AL

Bachelor of Computer Science

Graduating Spring 2023

## SKILLS

**Interests:** iOS / macOS development, interaction & visual design, video & 3D graphics

**Tools:** Swift, UIKit, SwiftUI, Python, C++

**Programs:** Xcode, Figma, Adobe Creative Cloud, Blender

## WORK

**Apple** AR/VR Software Engineer

Starting July 2023 | Boulder, Colorado

**WillowTree** Software Engineer Intern

Summer 2022 | Charlottesville, Virginia

- iOS development for the [Fox Sports](#) mobile app
- Researched, implemented, & tested a natural language processing service to access content
- Learned software architecture patterns, best practices, & project specific frameworks

**WillowTree** Product Design Intern

Summer 2021 | Remote

- Designed mobile app & marketing website updates for [Sling TV](#) using a design system
- Created modular 3D animation for Sling.com homepage hero section
- Led an intern project to develop a visually impaired accessibility app

**Digital Scientists** Design Intern

2016 – 2020 | Atlanta, Georgia

- Experienced all aspects of product development
- Prototypes, UI design, style guides, website development, & branding

## PROJECTS

**WEST** Film Camera & Effects App

2019 – Present | [westfilm.club](#)

- Designed & developed film emulation & effects iOS app
- 20M+ photos taken in the app by users, 135K downloads
- Frequently in the App Store top 200 charts for “Photo & Video”
- Developed in Swift utilizing UIKit, AVFoundation, MongoDB Realm, SwiftUI, & more

**All Projects:** design & development for iOS/macOS, web, & graphics on my site: [andrewjsawyer.com](#)

## VOLUNTEER **Founded Auburn Creative Tech Club**

- Learned design, development, & electronics with fellow students

**Creative at Auburn Community Church**

- Motion graphics, social media, & live presentation content