

Andrew J. Crump

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Education

MS, Computer Science, University of Illinois | 2019

BS, Computer Science w/ math minor, highest honors, Principia College | 2015

Current Position

Instructor of Computer Science, Principia College, Elsah, IL | 2019 - Present

Courses Taught

CSCI 171 Introduction to Programming: Focus on fundamental concepts of problem solving by analyzing problems and using a computer language (Java or Python) as a tool to design, code, document, and test solutions.

CSCI 240 Object-Oriented Programming: Students design, code, document, and debug computer programs using classes, object-oriented design, inheritance, polymorphism, and recursion. They demonstrate problem-solving skills using object-oriented concepts.

ENGR 262 Hardware Architecture: Digital electronic logic explored in theory and laboratory from simple switching to electronic architecture of digital computers.

CSCI 340 Advanced Algorithms: Survey of algorithms, with an emphasis on the application of algorithmic theory to the solution of practical problems.

CSCI 390 Topics in CSCI: Cloud Computing: Survey of the most important elements in the vast world of cloud computing. Students will have the opportunity to build a game in Python as their final project. The game will be implemented as a JSON API driven by the provided web front-end and deployed into the cloud using technologies like Docker, Kubernetes, and Amazon AWS.

Prior Positions

Senior Cloud Developer—Accenture Federal Services, Springfield, VA | 2018 - 2019
Developed many Ansible playbooks for government client

DevOps Engineer—Booz Allen Hamilton, Herndon, VA | 2015 – 2018

Developed dozens of YAML playbooks for Ansible tasks

Developed a JavaScript page to display status and costs of AWS instances

Research Intern—SETI Institute, Mountain View, CA | 2014

Wrote MATLAB code to analyze meteor light curves

Lab Assistant—Principia Computer Science Dep't, Elmhurst, IL | 2014

Mentored students to help them solve computer science problems