

Anderson Addo

Software Developer

Brown University, Expected Computer Science Degree, 2023

Personal Website: loadingdeveloper.com

GitHub: github.com/andersonaddo

LinkedIn: [linkedin.com/in/andersonaddo/](https://www.linkedin.com/in/andersonaddo/)

Behance: <https://www.behance.net/andythelumberjack>

Skills

- Proficient in **Java**, **React Native (JS)**, the **Unity** game engine (**C#**).
- Decent experience in **Adobe Illustrator** and **UI/UX** design. Some **C** and **Python** experience as well.
- Has worked with computer vision and reinforcement learning projects.

Projects and Experience

Biteup (2020 - present) - Founder

- Conceptualized, designed, developed and branded [a complete app](#) that is designed to make it easier for friends to physically meet and connect over coinciding meal-times. Created with React Native, powered by Firebase Realtime Database and Google Cloud Functions (among others). Became a maintainer of [react-native-firebase](#) package in the process.



Systems@Brown (Summer of 2020) - Undergraduate Researcher

- Worked with [Malte Schwarzkopf](#) on a research project called [Compliance by Design](#), which is intended to make GDPR-compliance easier for databases. I designed, ran and vetted benchmarking experiments in PostgreSQL for different system prototypes, and also analysed the schemas of open-source projects for some thought experiments. Link of my work can be found [here](#).



Lumberjack Apps (personal brand) (2016 - 2019) - Founder

- Designed, developed and published 6 games using Unity and 2 Android apps using Android Studio. Four games were published in collaboration with the major iOS publisher Voodoo. Notable games listed below:
 - [Dimension Dash](#) - an infinite runner, 600k+ downloads, in-game currency and store, online leaderboards
 - [Box Bomber](#) - arcade shooter, online leaderboards, gameplay recording (Everyplay), ad integration (Unity Ads)
 - [Detonate](#) - game jam product, experimented with A* pathfinding and procedural dungeon generation.
 - [_ong](#) - arcade local multiplayer Pong-based game, online leaderboards, minimalist
 - [Aqua Chase](#) - arcade aquatic scroller, custom 2D water physics
- Also created a suspenseful [open-source VR shooter experience](#) called *The Room*.



Social Security and National Insurance Trust (2018 - 2019) - Volunteer App Developer

- Developed an initial version of the organization's official mobile app using React Native, which involved improving on a popular open-source GitHub React Native package called [react-native-super-grid](#). Features of the app included a map-based navigator to nearby SSNIT branches and a calculator to calculate and store defined pension benefit plans.
- Held meetings with the organization's technical team to discuss my design decisions for UX, security, version control and remote updation systems.



Pamoja (Charity Project) (2017 - 2018) - Graphic Designer

- Co-led and collaborated with a team of 4 fellow student designers to design and print about 500 shirts and numerous posters (using Adobe Illustrator) as part of a charity project that raised about \$20k to help a community of female farmers gain financial independence in Ghana.



Loading Developer Blog (2017 - 2018)

- My personal blog has programming and game design articles that are still used as instructive pieces by self-taught programmers and computer science teachers. I also wrote for the [Simple Programmer](#) blog, which involved collaborating with their professional editors.

