

Anderson Addo

Software Developer

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Brown University '23 (Comp Sci Major, Entrepreneurship Minor) 4.0 GPA

Skills

Proficient in **React Native (JS)** and the **Unity** game engine (**C#**). Past **Java, C++, Python** and **UI/UX** experience as well. Have also worked on computer vision and reinforcement learning projects.

Notable Projects and Experience

Biteup (2020 - present) – Co-founder

- Conceptualized, designed, developed and branded [a complete social media app](#) that is designed to make it easier for friends to physically meet and connect over coinciding meal-times.
 - **Heavily powered by Firebase** Realtime Database and Google Cloud Functions, with additional use of Cloud Tasks, Firebase Cloud Messaging, Cloud Storage, Firebase Security Rules, Firebase Authentication, Firestore and Codepush.
 - Used Android Flavours and Xcode Schemas to allow separate development and production builds (each with their own cloud environments) to **prevent data pollution of production backend**.
 - Implemented **automated on-demand user data reports** for GDPR compliance
 - **Became a maintainer** of [react-native-firebase](#) package in the process of development.
 - **Abstracted many commonly used components** (like scroll views with pagination, headers and loading modals) to allow for quick screen building and iteration.

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

- Designed, developed and published 6 games using Unity. 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

- Designed and developed an initial version of the organization's official mobile app. Features of the app included a **Google Map based navigator** to locate nearby company branches and a calculator to calculate pension plans.
 - Calculated plans were stored in a **custom Realm object database**.
 - The app required SectionLists with grid layouts; no npm package supported this, so **I contributed to the popular [react-native-super-grid](#) package** to add support for gridded SectionLists.
 - **Held meetings with the organization's technical team** to discuss my design decisions for UX, and OTA updates for the database of branch locations. OTA updates worked by polling a public git repository.

Other Software-Related Endeavors

- (Fall 2020) I was a **co-PM and a developer** for a team that worked with **Care International** (via [Develop for Good](#)) to develop an application to help farmers in Tanzania achieve better financial independence. It is powered by Firebase, SASA solutions USSD and React.
- (Summer 2020) I **researched with Professor [Malte Schwarzkopf](#)** on making **GDPR-compliance** easier for databases. I designed, ran and vetted benchmarks in PostgreSQL for different system prototypes, and also analysed the schemas of open-source projects for some thought experiments. Research poster can be found [here](#); detailed GitHub repo [here](#).