

Andrew Spencer

Software Developer

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andrewspencer.dev

EXPERIENCE

U.S Navy, Rota, Spain— *Fire Controlman 2nd class*

December 2015 - December 2021

Maintained proper operation of MK160 Gun Computer Systems as well as MK45 5" Battery Gun, ensuring over 95% system reliability.

Troubleshoot and corrected circuit cards pertaining to the Optical Sight System Camera MK46

Trained personnel on the proper maintenance and operation of mission essential equipment.

Served as work center supervisor of CG02 for 2.5 years as well as being lead Gunner on the NSFS team.

Calibrated and maintained over 150 pressure and thermal gages for weapons department

Served on 4 deployments with multiple missions and evolutions involving numerous other Countries and Navies

EDUCATION

Fullstack Academy, New York, NY— *Web Development*

September 2022 - February 2023

Immersive software engineering program centered on full-stack JavaScript development, including Node.js, Express, Sequelize ORM for PostgreSQL databases, React and Redux; along with HTML & CSS, and CS fundamentals.

Fire Controlman, Class A school, Chicago, IL

February 2016 - January 2017

Tech school teaching fundamentals and operations of electromechanical systems, servos, antenna systems, radar, motors and generators.

PROJECTS

CoinBuddy— *React Application*

Crypto currency price checker utilizing CoinGecko API

SKILLS

JavaScript | React

HTML5 | CSS

Git | SQL

Sequelize | Node.js

Express | Redux.js

ACHIEVEMENTS / EXTRA

Active Secret Security Clearance

Good Conduct medal

Achieved rank of e-5 in less than 3 years

2M Micro Certified

References

LTJG Thomas -
Surface Warfare Officer
(301) 582-8784
jethomas@yahoo.com

GM1 Conner Mastry -
Leading Petty Officer
(904) 944-1678
Mastrycs@ddg64.navy.mil

LCDR Jamie Jordan
Opnav Requirements Officer
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