

Andrew Hocking

📞 647-382-6567 ✉️ andrew@hocking.tech 🌐 hocking.tech



Education

Hon. BSc in Computer Science, Software Development Specialization

Class of August 2024

Lassonde School of Engineering, York University • First Class Standing (3.85 GPA)

Skills

Languages

- Swift 🌟 (7 years)
- Java (7 years)
- C/C++ (5 years)
- JavaScript (4 years)
- HTML (4 years)
- CSS (4 years)
- Python 🌟 (3 years)
- SQL (1 year)
- Kotlin 🌟 (1 year)

🌟 = self-taught

Frameworks & Tools

- Git (GitHub, Bitbucket, CLI)
- Jenkins
- Terminal, PowerShell
- Jira, Confluence
- MySQL, SQLAlchemy
- Flask (Python)
- Docker
- SwiftUI, Catalyst
- Google Cloud, AWS
- JavaFX, Swing
- SeeTest, Xray, JUnit
- Figma

Work Experience

PRIME Team Software Developer (Co-op)

May 2022 – August 2023

🔧 AMD – Platform Management Framework (PMF)

Contract extended from 12 months to 16 months

- Debugging, analyzing, and resolving quality and certification issues as reported by validation teams and customers
- Implementing cutting-edge driver features in C++ on unreleased hardware platforms
- Automating workflows in Python and PowerShell
- Developing a new internal UI tool from scratch
- Working with software, firmware, and hardware engineers to design and develop power/system-level features
- Writing quality documentation and keeping existing documentation up to date

Automation Test Developer (Co-op)

September 2020 – August 2021

🎮 The Stars Group – PokerStars

Contract extended from 8 months to 12 months

- Developing and maintaining automation tests on iOS and Android devices using Java and SQL
- Debugging and investigating software failures
- Gathering testing requirements from QA analysts and software developers
- Performing code review and responding to comments and feedback on pull requests
- Working closely with QA analysts, software developers, and team members
- Attending daily stand-up meetings and communicating all issues, status, and progress
- Performing multiple tasks at the same time
- Writing, updating, and interpreting design documentation