

# Andy Korth

## Software Engineer

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I am an experienced software engineer seeking a dynamic work environment developing cutting edge applications. I have wide experience with high performance technologies, including VR, 3D and 2D software, and mobile development. I'm self-motivated and enjoy innovative projects that challenge me to improve my skills.

## Experience

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2009 to present

### Co-Founder

*Howling Moon Software*

As co-founder of Howling Moon Software, I've authored or participated in the development of dozens of projects on platforms from iOS to web to gaming consoles like the Xbox One. I've leveraged our experience in C#, Objective-C, Unity and other cutting edge technologies to meet the goals of our clients.

- VR experience using the HTC Vive in Unity
- Computer Vision development creating state-of-the-art image analysis software
- Machine learning software using neural networks to identify guitar chords for an music education client
- High performance graphics performance for desktop, console, and mobile, such as 3D drone path visualization software for Botlink.

At Howling Moon Software, I have lead our team in creating technical solutions and interactive experiences. Our clients have included Disney, Warner Bros, MTV, silicon valley tech startups, local Minnesota companies, and small independent developers all over the world.

2007 to 2009

### Software Developer

*Infinite Campus*

I developed school administration software, focusing on Infinite Campus State Edition, synchronizing data over the network between many district editions and the state databases. I also spearheaded projects to simplify application configuration and launching, and I moved the company from an old locking version control system to Subversion.

## Skills

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C#, Objective-C, OpenGL, OpenCV, shader development

Unity development since 2009

Computer Vision and Machine Learning

iOS and Android development (including maintaining them on iTunes Connect)

Tools including: SVN and git, Xcode, VS Code, Monodevelop

Small team leadership

SVN and git, Jira / Fogbugz /Trello

Game design and console development, Nintendo 3DS, Xbox One, PS4

## Education

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2007

*University of Minnesota, Morris, Computer Science*