

ANDREW DIONNE

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EDUCATION

Computer Programming and Analysis (Co-op)

Niagara College

Welland, ON

Sept. 2023 – Expected Dec. 2025

SKILLS

Backend: Node.js, Express, .NET (MVC, API), Java, C#, Python

Databases: SQL Server, MySQL, SQLite, MongoDB

Cloud & DevOps: Azure, GitHub Actions, CI/CD Pipelines

Frontend: ReactJS, Next.js, Razor, HTML, CSS, Tailwind CSS, Bootstrap

Libraries: NumPy, pandas, Matplotlib, JUnit, shadcn/ui

PROJECTS

IoT-Integrated Arcade Management API | *Node.js, Express, SQL Server*

2025

- Built API endpoints supporting control of wristband systems and arcade game systems.
- Implemented IoT device integration, enabling real-time control of arcade hardware such as smart plugs and lights through the API.
- Optimized database queries and indexes, reducing average query time for high volume tables.
- Collaborated with cross-functional teams, including front-end developers ensuring product delivery is well-planned.

Scheduling Management & Attendance API | *.NET API, Azure, SQLite*

2025

- Developed a RESTful API to manage volunteer scheduling and attendance records.
- Built a login system with RESTful APIs, implementing JWT and Cookies for security and authentication.
- Implemented standardized error messages across API endpoints to ensure frontend can gracefully handle errors.
- Collaborated with clients throughout development process, following SDLC to better ensure clarity and understanding of needs.

NCR Management API | *Node.js, Express, SQLite*

2024

- Implemented RESTful API endpoints to log, track, and resolve Non-Conformance Records (NCRs).
- Built API routes using a CRUD template, ensuring reusability and reducing redundancy.
- Presented database schemas to clients, gathering feedback to refine workflows and improve system usability.
- Published live API documentation using Scalar to streamline integration.

EXPERIENCE

Software Developer Intern

Aerosports Parks

Apr. 2025 – Aug. 2025

St. Catharines, ON

- Delivered a Node.js/Express API supporting 8 game rooms and administrative systems in an arcade facility.
- Built a relational database (RDBMS) using SQL Server to manage thousands of daily records in support of arcade systems and wristband management.
- Led training for new applications and systems, providing technical support and troubleshooting to ensure seamless adoption.
- Developed a debugging tool which provided live insights into arcade game room issues, reducing resolution time.