

ANDREW HARALAMBOUS

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EDUCATION

University of Michigan-Flint

B.S. Computer Science, GPA 3.84

Flint, MI

Expected April 2027

University of Michigan-Flint

M.S. Software Engineering, GPA 4.0

Flint, MI

Expected April 2028

- Cybersecurity Engineering concentration; concurrent dual-degree program

EXPERIENCE

Application Security Engineer Intern

May 2026 - August 2026

Consumers Energy

Jackson, MI (Hybrid)

- Developed Python automation using the Checkmarx One REST API to flag repositories with Critical/High vulnerabilities for enterprise security dashboards.
- Documented a Python vulnerability-scanning script and reviewed changes to the Secure Code Coverage KPI tool with security engineers.
- **Proposed an AI-assisted data-validation pipeline to the Director of Enterprise Architecture**, routing low-confidence server risk classifications for manual review.
- Led a 4-person intern team building a Power BI dashboard that exposed thousands of servers lacking risk classifications; presented findings to 10+ leaders.

Founder & Project Lead

January 2026 - Present

Skillfolio

Flint, MI (Remote)

- **Architected a full-stack personal-branding and resume optimization platform with Next.js, TypeScript, React, Tailwind, and a Java Spring Boot backend**, collaborating in agile sprints.
- Cut initial page load times by approximately 40% through React Server Actions and optimistic UI updates during secure data mutations.
- Engineered secure data pipelines with Supabase Row-Level Security and synchronization plugins for the full-stack platform.

Research Assistant, Software Engineering & Type Systems

September 2025 - Present

University of Michigan-Flint / Google-Sponsored Research

Flint, MI (Remote)

- **Collaborated with a Google software engineer** and two faculty researchers to prototype a dependent-type system in Java/Kotlin to prevent runtime errors.

AI Training Fellow

September 2025 - Present

Handshake AI MOVE Fellowship

Flint, MI (Remote)

- Reviewed 600+ criteria across 15 websites to validate features and user flows, training a machine learning model to debug websites.

Roblox Fullstack Developer

June 2023 - Present

Freelance

Flint, MI (Remote)

- Delivered modular Lua code for real-time game interfaces supporting 100+ concurrent players, collaborating with designers and 30+ clients from concept to deployment.
- Integrated user interfaces with backend scripts in Roblox Studio to support inventory management and customizable game settings.

PROJECTS

Operating System Simulator | github.com/aharalam/csc377-semester-project

January 2026 - April 2026

- Engineered a Java operating-system simulator integrating round-robin scheduling, demand-paged virtual memory, and a persistent file system within one kernel architecture.
- Wrote JUnit/Maven automated tests covering kernel bootstrapping, process scheduling, memory paging, file persistence, command-line flows, and process management.

Magic Manual | Hack Dearborn 2026, Closed source due to company interest in acquiring the idea

October 2026

- Architected and built an interactive mobile assembly guide using React Native, Expo, and Three.js, parsing static manuals into step-by-step 3D models to help users visualize complex building steps in 24 hours.
- Integrated Google Gemini API vision and ElevenLabs voice agents to deliver hands-free audio guidance and live camera error detection for users stuck during construction.

SKILLS

Languages: Java, Kotlin, Python, TypeScript, JavaScript, C++, SQL

Frameworks/Tools: Spring Boot, Express, React Native, Three.js, Supabase, Git/GitHub, Linux, JUnit, Maven

Concepts: REST APIs, Data Structures, Software Testing, Secure SDLC, Row-Level Security, Agile Development