

Andrew D. Gundersen

andrewgundersen.net

I'm a software engineer with experience across the stack from building robust backend systems, designing intuitive user interfaces, and getting things done in cross-functional settings. Being a quick learner and a generalist, I have a deep curiosity for technology and strive to make the world a better place through it.

A non-exhaustive list of technical skills:

Python, JavaScript, C/C++, SQL, HTML/CSS

FastAPI, TensorFlow, Vue.js, Node.js, Express.js, PortAudio, Websockets, Linux

AWS, Google Cloud, Docker, Terraform, Ansible

Work Experience

Freelance Developer, Gundersen LLC

2025 -

Revamped booking system for [Reliable Residence](#) which reduced time-to-book from ~3 days to under 5 minutes, using Neon Postgres, AWS S3, FastAPI, and Fly.io. Spearheaded MVP development for [Ezre](#), a cross-platform mobile app for generating digital receipts, using Vue.js, Capacitor, and AppFlow.

Fullstack Software Engineer, Accenture

2021 - 2025

Wrote data aggregation functions in Java/Spring Boot to power frontend data queries. Developed UI components for [AI Navigator](#) using Next.js/React, and spearheaded creation of UI component library, scaling to 10 reusable components deployed across 20+ pages and strengthening engineering and design team collaboration. Architected a configurable form wizard in AngularJS with a declarative JSON config system supporting five input types, adopted by hundreds of employees across two internal tools.

Co-Founder and CEO, Crimata

2019 - 2021

Product-minded founder, quickly falling into a deeply technical role. Released [ML Audio Enhancer](#), a convolutional AI model to enhance conference call audio that ran on [PoE Relay Device](#). Pivoted to AI-powered audio messaging and created our namesake product, [Crimata Messenger](#), using Asyncio Python, C/C++ (for [custom audio processing](#)), Electron, and Vue.js.

Education

B.S. Engineering Physics, Xavier University