

AARIK GUY

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PROFESSIONAL SUMMARY

Computer Science graduate with proven experience in teaching, leadership, and software development. Combines strong technical skills in Java, Python, and web technologies with exceptional communication abilities demonstrated through tutoring and team leadership roles. Eagle Scout with demonstrated leadership and service commitment. Adept at designing user-focused applications and implementing efficient algorithms to solve complex problems.

EDUCATION

Bachelor of Science in Computer Science

Boise State University, Boise, ID

Dean's List

August 2021 - May 2025

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, HTML, CSS, Dart, C, C#, SQL

Tools & Frameworks: Git, GitHub, Insomnia, Node.js, Flutter, Firebase, MySQL, SQLite, JUnit, QUnit, xUnit, .NET, Maven, VMware, Agile Development, IntelliJ, MobaXterm, Visual Studio Code, LaTeX, NVDA, JAWS, VoiceOver and TalkBack.

EMPLOYMENT EXPERIENCE

Software Accessibility Tester

QualityLogic, Boise, ID

November 2025 – Present

- Test web and mobile applications for accessibility compliance following WCAG 2.1, WCAG 2.2 and Section 508 standards
- Evaluate user interfaces using assistive technologies such as JAWS, NVDA, VoiceOver, and TalkBack
- Identify, reproduce, and document accessibility defects for developer resolution
- Collaborate with QA, development, and design teams to improve usability and inclusivity across products
- Contribute to accessibility audits and regression testing cycles to maintain quality standards

Teaching Assistant – Data Structures

Boise State University, Boise, ID

September 2024 – May 2025

- Enhanced learning outcomes for 100+ students through office hours and virtual platforms
- Implemented step-by-step demonstrations of complex algorithms, improving comprehension of trees, graphs, and heaps
- Accelerated student problem-solving skills by providing detailed explanations and feedback on core concepts
- Achieved high response rates on Piazza by delivering prompt, thorough answers to student inquiries

PROJECTS

Top-Down Pixel Art Game – Godot/GDScript/C# Team Personal Project

August 2025 – Present

- Designing and developing a top-down 2D pixel art game in Godot using custom tilemaps, dialogue system, and SQLite for local data storage
- Implementing core gameplay mechanics, character animations, and collision systems with GDScript and C#
- Creating original pixel art assets in Piskel and integrating audio designed in Audacity for immersive gameplay
- Managing project with Git version control and plan to deploy via Steam

Wellness App - Dart/Flutter Capstone Project

February 2025 – May 2025

- Architecting cross-platform wellness application using Flutter for seamless user experience across devices
- Implementing secure user authentication and data storage through Firebase integration

Math Library - C#/.NET Individual Personal Project

June 2025 – August 2025

- Developing comprehensive mathematical computation library with robust unit testing using xUnit
- Implementing core mathematical functions and algorithms following .NET best practices

Gradebook Program - Java/SQL Individual Class Project

March 2025 – April 2025

- Developed robust command-line gradebook application with comprehensive error handling capabilities
- Implemented efficient SQL database operations for storing and retrieving student information
- Engineered modular code architecture following object-oriented design principles