AARON DAY

SOFTWARE ENGINEER

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AWARDS & HONORS

- Magna Cum Laude
- President's List
- Dean's List
- Honor Roll

MEMBERSHIPS

- Phi Theta Kappa
- Envision Global
- National Society of Collegiate Scholars

PERSONAL SKILLS

- Detail-oriented
- Conflict resolution
- Analytical
- Strong work ethic
- Responsible
- Organized

SUMMARY

Graduated with high honors from Oregon Institute of Technology (OregonTech) in June 2018. Received a Bachelor of Science degree in Software Engineering Tech with a minor in Applied Mathematics. Graduated from Chemeketa Community College in June 2015. Received an Associate of Arts Oregon Transfer Degree.

Former career in army aviation, which lead me to develop several software solutions for aircraft maintenance and inspection tasks. That work was the inspiration for me to become a software developer.

I aspire to be as proficient and precise in software development as I was in aircraft maintenance.

EDUCATION

06/2015 – 06/2018	**Oregon Institute of Technology** BS | Software Engineering
03/2018 – 05/2018	**Codecademy** Certificate | Building Websites from Scratch Certificate | Building Front-End Web Apps from Scratch
01/2013 – 06/2015	**Chemeketa Community College** AA | Oregon Transfer Degree

WORK EXPERIENCE (NON-PROGRAMMING)

10/2010 – 11/2012	**L3 Vertex Aerospace** H-60 Technical Inspector
08/2008 – 10/2010	**ARINC** AIT Analyst / UID SME
02/2008 – 08/2008	**Tennessee Department of Corrections** Correctional Officer
11/2007 – 10/2010	**Tennessee Army National Guard** H-60 Aircraft Mechanic
11/2001 – 10/2007	**United States Army** H-60 Aircraft Mechanic / Crewchief

PROFESSIONAL SKILLS

- C#
- C++
- Python
- HTML
- CSS
- JavaScript
- SQL
- jQuery
- React.js
- MS Office
- Visual Studio
- Qt Creator
- Spyder 3
- GitHub
- NUnit Testing
- FakeItEasy Mocking
- Log4Net Logging
- MatLab
- Azure
- Atom

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SCHOOL PROJECTS

AVIATION MAINTENANCE MANAGEMENT SYSTEM (AMMS)

Senior Project. Program derived from the army's current maintenance software. Has the capacity to manage records for all aviation units in the army. Individual user accounts with multiple user roles allowing access to role-based maintenance tasks. Records flights, inspections, faults and maintenance actions.

C# (ASP.NET Core 2.0), NUnit Testing, FakeItEasy Mocking, Log4Net Logging, Azure Hosting, SQL Database.

MOVIE INVENTORY DATABASE (CAPA MOVIES)

Junior (team) Project. Online movie inventory system, which allows users to manage all of their movies regardless of the format. Locate movies across media platforms to know exactly what you have and where you have it. Review movie information from Online Movie DataBase (OMDB) and Rotten Tomatoes. Give the movies a personal rating and loan physical copies of movies to your friends. Multiple view and sort options.

C# (ASP.NET Core 1.0), xUnit Testing, Azure Hosting, SQL Database.

ENIGMA

Cryptography Project. Fully functional software version of the World War II Nazi Enigma machine. Allows the user to choose one of three reflector rotors, three of eight standard rotors, ring settings for each installed rotor, initial settings for rotors and up to 13 plug board cable settings. Includes keyboard, light board, and input/output display.

C#

ORTHOGONAL FREQUENCY DIVISION MULTIPLEXING (OFDM)

Linear Algebra II Project. Method of encoding digital data on multiple carrier frequencies. Simulates the function of a wireless transmitter and receiver as well as noise encountered during transmission. Converts data into a binary bit stream. Modulates the bit stream into a symbol stream using Phase Shift Keying (PSK). Maps the symbols to an FFT carrier package. Inserts pilot signals into the package. Use Inverse Fast Fourier Transform (IFFT) to convert signal into time domain for transmission. Add cyclic prefixing to help with interference. Simulate transmission noise. Receive transmission and reverse process to obtain data stream.

MatLab

WEB DESIGN

Several web design projects provided by Codecademy specifically designed to gain front-end web development experience. Many of the projects focused on basic structure and design principles. Choosing and setting up a text editor. Using command-line and Git to setup a local development environment. Writing well-structured HTML content. Best practices for using CSS to style HTML. Use Chrome DevTools to debug code. Use CSS to size and position elements with strong understanding of the Box Model and Flexbox structuring capabilities. Create responsive components that adjust to various screen sizes and resolutions. Introduction to Bootstrap.

In addition to basic structure and design principles, several projects were developed using JavaScript, jQuery and ReactJS. Control flow of JavaScript projects. JavaScript functions, arrays, loops, objects, classes and modules. Introduction to JSX. React components. Construct React Components and have them interact to provide application functionality. Store information via props and state. Pass information to the DOM and between Components. Process JavaScript requests.

HTML, CSS, JavaScript, jQuery, ReactJS