Aaron C Friesen
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Work History

Amazon Web Services (June 2015-Present)
Software Development Engineer II - Training & Certification
- Full-stack web development in Javascript, C#, Java, Ruby, Python, Typescript, all running on wide variety of AWS services (Lambda, SQS, DDB, Step Functions, Route53, etc)
- Led long-term rewrite and migration of legacy monolith web application (2M+ LoC) into 10+ Lambda-enabled autoscaling microservices. No major outages over 2 year period
- Designed and implemented database rewrite and optimization from legacy hand-crafted SQL queries into DynamoDB NoSQL database, decreasing API latency by 50x site-wide
- Led projects with dependencies on various teams company-wide to solve unique business problems pertaining to training delivery and accounting
- Led team on continuous integration, load balancing, metrics and alarming, regression testing improvements

Yelp - Internationalization Team (May 2014-August 2014)
Software Engineering Intern
- Developed internal and external tools aimed at localizing web content into 14 different locales
- Worked on a team of 11, coordinating projects and daily tasks
- Communicated about project goals, milestones, and progress on a daily basis

WaveFocus, LLC (May 2013-May 2014)
President and Team Leader
- Developed commercially successful neurofeedback-enabled game in Unity for clinicians to treat Attention-Deficit Disorder, Post-Traumatic Stress Disorder, and other mental disorders
- Led a team of 7, coordinating goals and project milestones

Georgia Institute of Technology - College of Computing (Sept. 2013-May 2015)
Head Teaching Assistant
- Wrote weekly homework to teach Java and Object Oriented Programming principles
- Managed team of 18 Teaching Assistants on weekly tasks and activities
- Taught multiple lectures to approximately 450 students over Object Oriented Programming topics

Georgia Institute of Technology - College of Computing (Dec. 2011-Sept. 2013)
Teaching Assistant
- Taught weekly recitations and graded homework for 20-25 students
- Graded weekly homework for 20-25 students, with emphasis on programming structure and style

Skills

- Proficiency in software development using git, Java, C#, Javascript, Python, C, Rust, Ruby, React
- Familiarity with AI fundementals, LaTeX, UI Design, 3D Modeling, Game Design
- Experience with Team Leading, Team Coordinating and Task Delegation, Conflict Resolution

Education

Georgia Institute of Technology Atlanta, GA, U.S.A. • Bachelor of Science in Computer Sci., 2015
Threads: Intelligence/Media • Cumulative GPA: 3.15 • Selected Coursework:

Computer Science Data Structures and Algorithms · Objects and Design
Computer Graphics · Computer Audio · Game AI · Machine Learning

Mathematics Calculus · Linear Algebra · Applied Combinatorics · Automata and Complexity