

AARON C FRIESEN

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EDUCATION

Georgia Institute of Technology Atlanta, GA, U.S.A. • Bachelor of Science in Computer Sci., 2015
Cumulative GPA: 3.07 • Selected Coursework:

Computer Science Intro to Object Oriented Programming · Data Structures and Algorithms
· Computer Organization and Programming · Objects and Design · Computer Graphics ·
Intro to Artificial Intelligence · User Interface Design · Computer Audio · Game AI

Mathematics Calculus · Linear Algebra · Discrete Math · Applied Combinatorics

WORK HISTORY

WaveFocus, LLC (May 2013-present)

President and Team Leader

- Developed commercially successful neurofeedback-enabled game in Unity for clinicians and researchers to treat Attention-Deficit Disorder, Post-Traumatic Stress Disorder, and other mental disorders
- Led a team of 7, coordinating goals and project milestones
- Led the team's game design discussions and formulated approaches to various design issues

Georgia Institute of Technology - College of Computing (Sept. 2013-present)

Head Teaching Assistant

- Wrote weekly homework to teach freshmen-level Java and Object Oriented Programming principles
- Managed team of 15 Teaching Assistants on weekly tasks and activities
- Designed weekly recitation guides and grading guides for the TAs
- Taught multiple lectures to approximately 200 students over various Java and Object Oriented Programming topics

Georgia Institute of Technology - College of Computing (2011-Sept. 2013)

Teaching Assistant

- Taught weekly recitations for 20-25 people covering Object-Oriented Programming topics
- Held 6 weekly office hours for 1-on-1 sessions with struggling students to explain difficult programming topics
- Graded weekly homework for 20-25 students, with emphasis on programming structure and style

OTHER PROJECTS

Entertainment Software Producers (April 2012 - May 2013)

Club Treasurer

- Led weekly club meetings of 50 game design and computer science students
- Managed club game design competitions
- Designed weekly club activities with 3 other officers
- Balanced budget for various competition prizes and activities

SKILLS

- Proficiency in software development in Java, Unity Engine, C#, Python, C
- Familiarity with Game Design, UI Design, Source Control with GitHub and Subversion, AI programming, 3D Modeling, \LaTeX
- Experience with Team Leading, Team Coordinating and Task Delegation, Conflict Resolution

HONORS AND AWARDS

- Nominated for Best Georgia Tech Undergraduate Teaching Assistant 2013