

# Aaron Geesink

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## Experience

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### UC Riverside

Riverside, CA

*Software Engineering Teaching Assistant*

*September 2022 – June 2023*

- Created 10 weeks of lecture material on **C++**, **Agile**, **UML**, **Refactoring**, **SOLID principles**, and **version control**
- Taught students how to test software using **Continuous Integration**, **GoogleTest**, **Code Coverage**, and **Valgrind**
- Provided feedback on 40+ GitHub software projects for 400+ students
- Obtained the Outstanding Teaching Assistant Award, given to the top 5% of TAs each year at UCR

### UC Riverside

Riverside, CA

*Algorithms Tutor*

*October 2021 – June 2022*

- Debugged **C++** code for greedy algorithms, dynamic programming, graph problems, and recursion
- Helped college students design algorithms using recursion, randomization and divide-and-conquer techniques

### Horita

Capistrano Beach, CA

*Embedded Systems Technician*

*February 2019 – March 2021*

- Manufactured 300+ units of SMPTE time code equipment and video equipment
- Assembled **embedded systems** based on PCB schematics
- Tested hardware using multi-meters and oscilloscopes to ensure strict quality control

### Codespeak Labs

Irvine, CA

*Programming Coach*

*October 2018 – November 2018*

- Taught computer science fundamentals to elementary school students
- Helped students program in **JavaScript** and Scratch

## Projects

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**TypeFight** | *JavaScript, React, Node.js, Express.js, MongoDB*

[github.com/AaronGeesink/TypeFight](https://github.com/AaronGeesink/TypeFight)

- Created 6 **React** web pages for a speed-typing game with user profiles, global rankings, commenting, and follower lists
- Developed Back-end **Node.js** server using **Express.js** to handle HTTP requests and **MongoDB** to store data

**Dungeon Designer** | *C++, GoogleTest, Valgrind*

[github.com/AaronGeesink/Dungeon-Designer](https://github.com/AaronGeesink/Dungeon-Designer)

- Used **C++** and **CMake** to develop 18 OOP classes using 3 design patterns
- Created 50+ **GoogleTest** test cases and used **Valgrind** to eliminate memory leaks

**UCR CompSci Discord** | *Python, Javascript, React, Next.js, Vercel, JSON*

[ucr-cs.vercel.app](https://ucr-cs.vercel.app)

- Developed a **Python** Discord bot to manage server activities for a community of 1700+ UCR students
- Deployed a **React** website for the server using **Next.js**, **GitHub** and **Vercel**

**Verne** | *C#, Unity, Oculus SDK*

[chatmansave.itch.io/verne](https://chatmansave.itch.io/verne)

- Used **Unity**, **C#**, and **Oculus SDK** to create 4 modules that teach Virtual Reality concepts in VR
- Created 60+ pages of project specifications and design documents using Agile methodologies

## Technical Skills

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**Languages:** C++, JavaScript, Python, Java, C#, HTML, CSS, SQL, Scala

**Developer Tools:** Git, Github, VSCode, GoogleTest, Mocha, CMake, Valgrind, Unity, Qt, Linux, Figma, Maven

**Technologies:** React, Node.js, Express.js, MongoDB, REST API, Oculus SDK, scikit-learn

## Education

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### Master of Science (M.S), Computer Science

Riverside, CA

*University of California, Riverside; GPA: 3.97*

*September 2022 – June 2023*

### Bachelor of Science (B.S), Computer Science

Riverside, CA

*University of California, Riverside; GPA: 3.98; Summa cum laude*

*October 2020 – June 2022*

Relevant Coursework: Software Engineering, Software Testing, Machine Learning, AI, Web Development, Embedded Systems, Databases, Data Mining, Computer Security, Algorithms, Data Structures, Virtual Reality