

# Aaron Pierson

I am a highly resourceful, innovative, and competent Full Stack developer with extensive experience in the layout, design, and coding of front-end and back-end applications specifically in PHP, Java, C# and JavaScript.

Minot, ND

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## EXPERIENCE

### Freelancing, Remote— *Developer*

2022

- Build functional and interactive websites with PHP, Laravel, React, Vue, JavaScript, HTML, and CSS.
- Handle PHP backend development for dynamic database-driven website implemented, prepared, executed, and installed support to assure quality system changes.
- Communicate with the development team, project managers, designers, and other developers while building a client website.
- Maintain high demands using LAMP stack (Linux, Apache, PHP, and MySQL)
- Perform a mix of maintenance, enhancements, and new development as required.
- Create security settings, restore, and backup technologies for databases and websites..

### Sustalytics, Remote— *Web Developer*

2021 - 2022

Created a Shopify web app using Drupal 8, PHP, SaaS, and Twig

Authenticates with Shopify and pulls data from the user store. creates a Drupal user and saves their info into our database. Then I automatically log the user in and take them to the Sustalytics homepage.

From there, customers can use our form to upload their styles and/or view the blog.

Webhooks were added, so the site was GDPR compliant. Then added a blog that sends posts onto the company socials.

Everything after was front-end work, making the app look nice.

### Mana Worlds, Home— *Software Developer*

2019 - 2021

Developed apps and websites under the name Mana Worlds. Each one has

## SKILLS

- Object-Oriented Programming
- CSS/Sass
- Drupal
- Unity
- Full-Stack Development
- AWS
- React
- Vue
- Tailwind
- Laravel
- WordPress
- Nuxt.js
- E-Commerce
- Web Services

## LANGUAGES

- C#
- Java
- JavaScript
- PHP
- CSS
- Typescript
- MySQL
- Mongo DB
- Twig
- jQuery
- MySQL

been released either on the amazon or windows app store.

The most recent app **Gamers Hub** allows users to search for games, then view all the info on them. The info gets pulled from [RAWG Video Games Database](#), but can also allow users to save their games in a local database for offline viewing using SQLite.

This was a cross-platform application that was built using Xamarin and C# to make a UWP and Android app. A CMS and website were also created for people that would like to join and create news articles.

One of the issues that I faced was development time and compatibility using Xamarin to make both apps save a lot of time. As the project got more complex and the compatibility between the two got further apart it was hard to develop them both at the same time. Also, not currently in the released build I've added a google firebase Auth to my app. After that, the plan was to integrate different social apps to allow for sharing and posting.

**TCG Library** is a card library for the Pokémon trading card game using C# and UWP. This app is simpler and was mainly used to learn about APIs and MVVM, MVC, and using SDKs

When the user opens the application, the app loads a list of the currently available sets from the API. When the user clicks on a set, it then loads all the cards in that set, which then can be clicked on for detailed viewing.

## **Five Star Call Center, Remote/South Dakota — Support Agent**

2019 - 2022

Helped Customers with booking reservations, tech support or any other issues that came up with their reservations.

Worked on emails and voicemails calling customers back if we missed their call.

## **EDUCATION**

### **Southeast Tech, Location — Software Support Specialist**

Fall 2019 - Summer 2020

### **Lake Area Tech, Water Town — Computer Science**

Fall 2017 - Springs 2018