AARON THOMAS | Software Developer

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Quality-driven technology professional who is self-focused, productive, and with a solid knowledge base in software development theory, principles, and concepts. A motivated employee with fundamental knowledge of codebase, small bug fixes, and paired programming with mid-level and senior developers. Experience collaborating with software teams, troubleshooting issues, patching computer code, and collaborating with developers to create quality applications. Patient, polite, and dependable team member with an analytical approach to problem-solving. Motivated by achieving bottom-line results efficiently.

Academic preparation and hands-on experience include:

- Languages: HTML, CSS, JavaScript, TypeScript, jQuery, C, C++, C#, PHP, Python, Java
- Programming Frameworks/Libraries: Vue.js, Nuxt.js, Kendo UI
- Version Control: Git, GitHub, Azure DevOps
- Database Tools: SQL, SQLite, Azure SQL, MySQL, RDBMS
- Development Tools: Visual Studio 2019, Visual Studio Code, PhpStorm, CLion, IntelliJ IDEA, Android Studio, VMware
- Project Management Frameworks/Methodologies: Agile, Waterfall, Scrum
- Algorithms & Data Structures: Linked List, Stack, Binary Search Tree, Merge Sort
- Technical Skills: Object-oriented Programming (OOP), Model-View-ViewModel (MVVM), Test-Driven Development (TDD), Software Development Life Cycle (SDLC), Software Manuals & Documentation, Legacy Software Migration, Peer Code Reviews, Windows & Linux Troubleshooting

FORMAL EDUCATION

Diploma IT Programming | Nova Scotia Community College (NSCC) | Halifax, Nova Scotia | 2021 High School Diploma | Auburn Drive | Dartmouth, NS | High Honours & Perfect School Attendance | 2017

PROFESSIONAL WORK EXPERIENCE

Software Developer | Sandbox ERP | Chester, NS (CANADA) | Remote

09/2022 - 03/2023

A startup ERP company that improves business performance, reduces working capital, and builds customer loyalty.

Reported to Co-Founder & Director of Technology and:

- Collaborated with other software developers and business analysts to develop, test, and maintain business applications.
- Prepared reports, manuals, and other documentation on software status, operation, and maintenance.
- Participated in peer reviews of solution designs and related code.
- Worked with teammates in the migration of legacy applications to current technologies. Developed, refined, and tuned integrations between applications.
- Analyzed and resolved technical and application problems.

Specific achievements while developing a Business-to-Business (B2B) work order application at Sandbox ERP:

- Assign Workers to Job: Developed a popup feature that facilitates the assignment of workers to specific jobs. The popup displays checkboxes for each skill and a list of available workers who are not currently assigned to the job. The list can be filtered based on the selected skill checkboxes. If no skill is chosen, the list will remain empty. For instance, if 'Windows' and 'Doors' are selected, workers with either or both of these skills will be displayed. Users can easily select workers from the filtered list and add them to the job.
- Calendar & Gantt Chart: Implemented a calendar and Gantt chart feature in the app, enabling users to create comprehensive work plans for assigned workers and equipment.
- **Resources:** Developed a dedicated 'Resources' section that facilitates the addition of new workers with specific skill sets, as well as the inclusion of new equipment and materials to be assigned to the job.
- **Timesheet:** Developed a comprehensive timesheet that enables workers to input their weekly hours. This tool accurately calculates the total number of hours worked by an individual for the entire week, as well as the cumulative hours worked by all employees on a daily and weekly basis. Additionally, the timesheet includes a convenient notepad feature that allows users to input notes for any selected day.

Technologies used at Sandbox ERP:

 HTML, CSS, JavaScript, TypeScript, jQuery, JSON, Vue.js, Nuxt.js, Azure SQL, Azure Data Studio, SQLite, Git, Azure DevOps, Kendo UI Fulfillment Associate | Walmart Inc. | US-based multinational retail corporation August 2017 – Sep 2022

Cole Harbour, NS | On-site | Supervisory feedback includes perfect attendance, customer service, and a strong work ethic.

Achieved a track record for perfect (100%) work attendance and was recognized by managers as having a very strong work ethic (in an often) physically demanding environment. Consistently followed corporate procedures, including strict occupational health and safety policy compliance. Delivered consistent and respectful customer service. Demonstrated punctuality, integrity, and excellent time management skills.

PORTFOLIO PROJECTS: https://aaron-thomas-portfolio.netlify.app/

C++ Linked List Text Editor

- Console-based text editor with a linked list data structure for storing each line of text as a node.
- Edit feature for creating or modifying text files.
- Insert feature for adding new lines of text at any line number.
- Delete/List feature for deleting or listing out a specific line or range of lines.

JavaScript Airplane Tracker

- Real-time aircraft tracking application using Leaflet mapping library to display a map in the browser.
- Fetching of real-time transit data from OpenSky Network API.
- Flight data filtered to keep only aircraft with Canada as the country of origin.
- Conversion of filtered API data to GeoJSON format for point marking on the map.
- Plotting of markers on the map to display the current position, rotation, and callsign of each plane.
- Automatic re-fetching and re-rendering of updated data on the map after a set interval of time.
- Technologies used: JavaScript, Leaflet.js, HTML, OpenSky Network API

PHP Employee Records Website

- PHP website for viewing, searching, inserting, updating, and deleting employee records from the MySQL Employees sample database.
- Full client-side validation of employee data entry/modifications before submitting to the server-side for database modification.
- Use of PDO statements to prevent SQL injection. Website access limited to authenticated users.
- Local offline testing hosted on Docker with MySQL Workbench. Online production version served on Heroku with a backend database hosted on AWS RDS.
- Technologies used: PHP, JavaScript, MySQL, Docker, AWS RDS, Heroku

C# WPF Asynchronous TCP/IP Chat Room

- Developed a GUI-based C# Windows Platform Application that allows connecting and communicating over 'TCP/IP' with a console-based server hosting the chat room for real-time communication.
- User-friendly GUI for the client-side of the chat application.
- Successfully established and maintained a reliable client/server connection, enabling seamless communication and error-free disconnection when needed.
- Successful exchange of messages between client and server in both directions.
- Multi-threading is used for sending and receiving messages on the client-side. Threads are safely closed upon completion.
- Encapsulated chat functionality in a dedicated library, utilizing custom events, delegates, and EventArgs for efficient data communication and improved modularity.
- Encapsulated logging functionality in a dedicated library exclusively accessed by the GUI, improving modularity, simplifying maintenance.
- Technologies used: C#, WPF.

C# UWP Pokédex

- C# Universal Windows Platform Pokédex for viewing information about various Pokémon species featured in the games.
- ListView populated by Pokémon TCG SDK API through data binding.
- Searching enabled through LINQ query by entering text in the textbox above the ListView, with live updates in the ListView.
- Selection of a Pokémon displays its stats and image.
- "More Info" button leads to another page for displaying additional card information.
- Unit Testing utilized for verifying app functionality.
- Technologies used: C#, UWP, Unit Testing, Pokémon TCG SDK API.