

AARON D. THOMAS

782.234.6039 | 98adthomas@gmail.com | Mineville, NS | B2Z 1K7 | LI: <https://www.linkedin.com/in/aaron-thomas-software-developer/>

Innovative professional with a strong work ethic, high energy and knowledge for a role as:

Junior Software Developer | Entry-Level Software Developer

Self-focused, productive and practical technology professional with a solid knowledgebase in software development theory, principles and concepts. Motivated employee with fundamental knowledge of codebase, small bug fixes, and paired programming with mid-level and senior developers. Positioned to collaborate with teams, troubleshoot issues, patch computer code, and collaborate 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.

Academic preparation and hands-on experience include:

- Excellent Time Mastery
- C/C++
- HTML/CSS
- Python
- Git
- Software Development Methodologies
- Punctuality & Integrity
- C#
- PHP
- SQL/SQLite
- Object Oriented Programming
- Website Development
- WHMIS & Occupational Safety Training
- Java
- JavaScript
- JetBrains IDEs
- Algorithms & Data Structures
- Windows & Linux Administration

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

WORK EXPERIENCE

FULFILLMENT ASSOCIATE | Walmart Inc. | US-based multinational retail corporation | August 2017 – Present

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

Offer a track record for perfect (100%) work attendance and recognized by managers as having a very strong work ethic in a (an often) physically demanding environment. Consistently follow corporate procedures, including strict compliance with occupational health and safety policies. Deliver consistent and respectful customer service.

Work Style & Accountabilities

- Tactful in explaining ideas that impact others on the team with an excellent, considerate, and analytical listening style and time-sensitive, ensuring projects get completed on time and on budget.
- Known for going the extra mile to learn procedures and complicated processes, while serving as a go-to person for problem solving.
- Stock merchandise to the sales floor | Bin overstock to the backroom.
- Remove overstock from the bins and transfer the sales floor.
- Facing merchandise and stock rotation | Cleaning the backroom.
- Assist customers to locate a specific department/product or carrying a heavy item to their vehicle.

CURRENT TECHNOLOGY TOPICS

APPD 1001 - User Interface Design and Development

Effective interface design focused on designing user experiences that adhere to industry standards. Design user interfaces and test for usability, including desktop and web application interfaces.

COMM 4700 - Professional Practices for IT IV

Develop tools and process that support professional continuous improvement. Focused on communication, collaboration, and career development with skills essential for success in the information technology industries.

Focuses on professional habits, methodologies, and strategies to remain current and relevant in an ever-evolving profession. Establish thinking skills and apply processes to and validate professional decision making.

DBAS 1007 - Data Fundamentals

Database management systems and its role in the IT infrastructure of businesses using a database management system to develop and use a database to store and manipulate data. Interpret database diagrams and create database objects based on their meaning.

DBAS 4002 - Transactional Database Programming

Code Structured Query Language (SQL) that satisfies stated requirements for storage, retrieval, and manipulation of data using correct syntax and incorporating appropriate business logic. Manage transactions using DML commands and procedural code according to business requirements. Optimize distribution of transactional processing load in a standalone, client/server, or N-tier environment using procedural language. Interpret complex procedural code snippets for the purpose of supporting modifications or additions.

INET 2005 - Web Application Programming I

Focusing on the planning, design, and development of dynamic (data-aware) web pages using server-side scripting and database connectivity.

MOBI 3002 - Mobile Application Development - Android

Android provides a platform; a single application model, tools, and an open marketplace that lets you deploy software applications to users across a wide range of devices.

NETW 1700 - Introduction to Networking and Security

Includes models, components, functions, architecture, and structure of computer networks. The principles and Internet Protocol (IP) addressing, and the fundamentals of Ethernet concepts, media and operations are introduced to provide a foundation for future courses. Build simple Local Area Networks, perform basic configurations for routers and switches, and implement IP addressing schemes.

OSYS 1000 - Operating Systems - Linux

Skills and knowledge to install, configure, maintain, and troubleshoot a current UNIX based operating system (OS) in standalone workstation mode.

OSYS 1200 - Introduction to Windows Administration

Skills and knowledge to install, configure, maintain, and troubleshoot a current Windows based operating system.

PROG 1400 - Introduction to Object Oriented Programming

Use the Java programming language focusing on the essentials of object-oriented programming (OOP). Covers the paradigm on which OOP is based, and how it affects programming strategies and solutions.

PROG 1700 - Logic and Programming I

Python programming language, focusing on the fundamentals of logic and computer programming, and the roles they play in creating software solutions for any problem. Logic is used to break down software instructions into manageable tasks, to allow for comprehensive problem-solving using computer code.

PROG 2007 - Programming II

C programming language, focusing on the various uses of pointers, efficient memory management and interfacing with the standard C libraries. Highlights the differences between the C language and other common programming languages in terms of syntax and coding practices.

PROG 2100 - Programming C++

C++ programming language, focusing on the use of pointers, memory management, generic programming, and the

Standard Template Library. Exploration of the language in a project context aims at reinforcing object-orient design principles; use of idioms & design patterns; use of UML in design and documentation; and utilization of third-party libraries.

PROG 2200 - Advanced OOP

Advanced object-oriented programming (OOP) builds on the understanding of object-oriented concepts in a project-based learning environment. The focus is on the application of object-oriented design principles and the software design patterns upholding these principles. Software is developed that is capable of network-aware applications and uses approaches such as multi-threading and distributed application models.

PROG 2400 - Data Structures

Focusing on the fundamental data structures and algorithms with a pragmatic, application driven approach. Selected data structures are examined in detail together with implementation issues, and an in-depth discussion of their corresponding algorithms.

PROG 2500 - Windows Programming C#

Graphical User Interface (GUI) programming in a Windows environment. The emphasis is on learning practical approaches for designing and implementing GUI-based programs using the .NET framework.

PROG 2700 – Client-Side Programming

JavaScript programming language that runs on the client machine (browser) and deals with the user interface/display and any other processing that can happen on the client machine such as retrieving data from third party APIs or reading/writing cookies.

SAAD 1001 - Introduction to Systems Analysis and Design (AD)

Analysis/design phases of the software development life cycle using object-oriented methodologies, including the Unified Modelling Language (UML), the philosophy of agile development and good proposal writing.

WEBD 1000 - Website Development

HTML and CSS programming languages, focusing on website development with an emphasis on development processes, usability, and adhering to current industry standards.