

# Aaron Neyer

+1 (513) 593 1721  
✉ aaron@neyer.io  
📄 neyer.io  
github.com/Aaronneyer

## Education

2011–2015 **Case Western Reserve University**, *Computer Science*.

## Employment Experience

- 05/2014–**Software (Site Reliability) Engineering Intern**, *Google*.
  - 08/2014 ◦ Worked on the Acquisitions-SRE team, building solutions to integrate acquisitions with Google's core infrastructure.
- 09/2013–**EECS 132 TA**, *Case Western Reserve University*.
  - 12/2013 ◦ Lead labs and grade assignments for EECS 132 Intro to Java.
- 05/2013–**Software Engineer Intern**, *Causes*.
  - 08/2013 ◦ Worked on the Causes.com website, doing frontend and backend Rails development.
  - Worked on data processing and visualization to help Causes organizers view information about their supporters.
- 01/2013–**Software Developer**, *Case Western Reserve University*.
  - 05/2013 ◦ Worked with Aron Lindberg, a PhD student, performing social network analysis research on Github repositories.
  - Developed a tool in Ruby that generated a graph of the network in some large repositories.
- 05/2012–**Software Development Intern**, *MIM Software*.
  - 02/2013 ◦ Maintained and developed new features for the companies' internal Ruby on Rails website.
  - Lead the upgrade process from Rails 2 to Rails 3.

## Activities

- HacSoc Member, speaker, and organizer at Hacker Society, a group of students who gather for tech talks every week and emphasize learning practical Computer Science to complement the theoretical curriculum we learn in class.
- ACM Served as conference organizer, server admin and President for ACM at Case. Also helped to run our first Hackathon, HackCWRU.
- HvZ Served as website developer and Vice-President of Big Games Club and Humans vs Zombies.

## Skills

- Primary Ruby (Rails), Javascript, Shell, SQL, HTML/CSS
- Other Python, Java, Scala, Go,  $\text{\LaTeX}$ , Angular, Meteor
- Tools vim, git, tmux, zsh, Linux/Unix

## Personal Projects

### Limelight.

<http://limelight-stream.com>. We reverse engineered the NVIDIA GameStream protocol and implemented clients for Android, OSX, Linux and Windows. We also discovered various security vulnerabilities with the GameStream protocol that allowed remote access to machines running the software.

### Sandwich.

Distributed file sharing system written in Go. Developed a significant amount of the Go client code and the front end Javascript code using AngularJS.

### Network Scanner.

Command line tool written in Ruby that allows scanning of networks for open ports, pingable machines, and retrieving hostnames of the machines.

### Rails Vulnerability.

Discovered a bug in Ruby and a related vulnerability in Rails that allowed a malicious user to crash a Rails mailer (CVE-2013-4389).

### Quantified Life.

A website for personal use. I record journal entries and various metadata about my life, and pull in data from various API's to better record and quantify my life.

+ [github.com/Aaronneyer](https://github.com/Aaronneyer).

All of my projects, including the ones listed above are on my Github, so check that out to see more of my work.