Aaron Anderson

Chicago, IL

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Education

University of Chicago | *Chicago, IL*
M.S. in Computer Science (In Progress) | *Jun 2019 - Mar 2021*

Northwestern University | *Evanston, IL*
B.S. in Chemical Engineering | *Sep 2013 - Mar 2017*

Skills

Advanced   Java, Python, Swift, Go, SQL (Postgresql), Git, MATLAB, LaTeX
Intermediate   C++, C, HTML, CSS, Javascript, Objective-C, R
IDEs   VSCode, Xcode, JetBrains Suite (IntelliJ, CLion, PyCharm, Goland)

Experience

Coursera | *Mountain View, CA*
Software Engineering Intern | *Sep 2020 - Dec 2020*
- Helping deploy projects to production to build a scalable and reliable online education platform

Amazon | *Seattle, WA*
Senior Technical Product Manager Intern | *Jun 2020 - Sep 2020*
- Created engineering project proposal of a new payment technology for a brand new vertical within Amazon
- Worked closely with a cross-functional team including software engineers, UX designers, and business managers to scope solution to customer problems and create technical requirements

Ecolab | *Chicago, IL*
Project Engineer | *Jun 2017 - Aug 2019*
- Completed a six sigma green belt project to remove contaminants in colloidal silica products used in the semiconductor industry
- Tracked capability and failure data for over 100 products and used this information to implement improvements and cut losses
- Helped implement OSI PI software to move towards statistical process control in chemical reaction processes
- Worked directly with customers to respond to complaints, identify root causes, and make improvements

Projects

Cash Pass iPhone Application

HTTPS://APPS.APPLE.COM/US/APP/CASH-PASS-PUZZLE/ID1503770784?LS=1

Cash Pass is a puzzle game developed for iOS using swift. The game revolves around passing money back and forth between people to get everyone to a positive balance in the fewest amount of moves. Over 30 unique levels are provided as well as a create a level feature. The app is available on the app store for free download.

Neural Network Implementation in Go

HTTPS://GITHUB.COM/AARONPANDERSON/GO-NEURAL-NETWORK

Implemented an artificial neural network for classification problems in Go. The model takes as input a csv file of data representing a large number of examples and their corresponding features and outputs the most likely class for each example. The user can change the number of nodes in the hidden layer, as well as activation function, epochs, and learning rate. The model also has a parallel programming implementation to speed up the training time.

Asteroids video game in Java

HTTPS://GITHUB.COM/AARONPANDERSON/ASTEROIDS

Developed an asteroids video game in Java. The game uses the runnable interface and the swing class to make a frame for the game to run. The visuals are drawn with vector graphics and drawn off screen before rendered completely on the screen. Sprites are used for asteroids, the ship, debris, and other visuals. Every other level in the game is a maze for which the ship has to escape. Sounds are also implemented using the sounds class.

PostgreSQL Database Web Application

HTTPS://GITHUB.COM/AARONPANDERSON/DATABASEWEBAPP

Created a web application to access and change a postgreSQL database with multiple relations of > 10,000 entries. A python script that utilizes bottle and pyscopg2 connects to the postgreSQL server and creates a simple web app to read and write some of the data. The web app has functionality including searching, inserting/updating/deleting records, and viewing and inserting related records.