Aaron Anderson

Los Angeles, CA

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Education

University of Chicago	*Chicago, IL*
M.S. in Computer Science	*Jun 2019 - Mar 2021*
Northwestern University	*Evanston, IL*
B.S. in Chemical Engineering	*Sep 2013 - Mar 2017*

Skills

Advanced Swift, Javascript, Java, Python, Go, SQL (Postgresql), Git
Intermediate Objective-C, HTML, CSS, C++, C

Experience

Coursera	*Mountain View, CA*
Software Engineer II	*Mar 2022 - Present*
Software Engineer I	*May 2021 - Mar 2022*
Software Engineering Intern	*Sep 2020 - Dec 2020*

- Worked as a member of an iOS team developing and deploying updates for the Coursera iOS application supporting hundreds of thousands of active users
- Developed using Swift using MVVM architecture, also familiar with MVC and VIPER architectures
- Used Swift frameworks and packages including: SwiftUI, UIKit, CoreData, AVKit, Apollo, SwiftProtobuf
- Deliverables include new features such motivation mechanics and integration with Zoom software, as well as rewriting authentication and video components using SwiftUI
- Wrote unit tests and UI tests using XCTest, developed custom UI tests to test accessibility test cases
- Worked closely with Design and Product teams to scope and define new features from a technical perspective
- Helped onboard and mentor new hires to quickly get them up to speed and help them deliver results

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, confidential 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

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.

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.