

Aaron Anderson

Chicago, IL

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Education

University of Chicago

M.S. IN COMPUTER SCIENCE (IN PROGRESS)

Chicago, IL

Jun 2019 - Dec 2020

Northwestern University

B.S. IN CHEMICAL ENGINEERING

Evanston, IL

Sep 2013 - Mar 2017

Experience

Ecolab, Inc.

QUALITY ENGINEER

Chicago, IL

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

Ecolab, Inc.

QUALITY INTERN

Naperville, IL

Jun 2016 - Sep 2016

- Worked on a DMAIC quality improvement project spanning 4 continents in the Cooling Water division
- Used SAP and Minitab to obtain plant production data and perform process capability analysis on a number of specifications

Tyo Research Group (Northwestern University)

RESEARCH ASSISTANT

Evanston, IL

Jun 2015 - Jun 2016

- Assisted a PhD student on a variety of approaches to engineer and analyze microbial metabolite concentrations to infer metabolic pathways and regulation sites
- Frequently used gas chromatography-mass spectrometry and high performance liquid chromatography to separate and analyze certain metabolites

Engineers for a Sustainable World

SUMMER FELLOW

Evanston, IL

Jul 2015 - Sep 2015

- Worked with a student group focusing on using anaerobic digesters to turn food waste into methane to supply energy to the University
- Conducted feasibility studies on different types of anaerobic digesters

Skills

Proficient Python, Java, SQL, Git, MATLAB, LaTeX

Basic Knowledge C/C++, Swift, Javascript, CSS3, HTML5, R

IDEs VSCode, Xcode, IntelliJ IDEA

Operating Systems Windows 7/8/10, Mac OS, Linux

Projects

Asteroids video game in Java

[HTTPS://GITHUB.COM/AARONPANDERSON/ASTEROIDS](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](https://github.com/AaronPanderson/DATABASEWEBAPP)

Created a web application to access and change a postgresSQL database with multiple relations of > 10,000 entries. A python script that utilizes bottle and pycopg2 connects to the postgresSQL 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. The web app was made using HTML and a bootstrap framework.