

AIDAN JONES

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Tacoma, Washington

EDUCATION

Tacoma, Washington **University of Washington**

- B.A. Junior in Computer Science
- Expected Graduation Date: June 2027

TECHNICAL EXPERIENCE

Languages: Java, Go, C++, JavaScript, TypeScript, SQL, HTML, CSS

Web Technologies: React, Next.js, Node.js, GraphQL, REST APIs, Apollo Server/Client

Tools: Linux, Windows, Git/GitHub, Visual Studio Code, IntelliJ, CLion

Software Engineering: ObjectOriented Programming, TestDriven Development, Observer Pattern

PROJECTS

- **Discord Bot (2024):** Developed a fully functional Discord bot using Java and the JDA library. Implemented event driven programming to handle user interactions, including command processing, role management, and leaderboard tracking. Gained hands-on experience with object oriented programming, data structures (Stack, Map, Set), API integration, and recursive methods. Practiced skills in debugging, testing, and deploying a multi feature application to a small number of users while attempting to maintain clean, modular, and maintainable code. [GitHub](#)
- **StorePage (2025):** Developed a full stack web application inspired by modern online videogame retailers using Next.js, React, Node.js, and GraphQL. Built a custom GraphQL backend with Apollo Server (responsible for storing, structuring, and delivering game data to the frontend), including schema design, resolver implementation, and API routing. Integrated this backend with a Next.js frontend using Apollo Client (responsible for displaying data to users, handling page navigation, and rendering UI components). Implemented dynamic game listings, detailed game pages, modular and responsive UI components, page routing, and real time data queries to create a polished browsing experience. Gained hands-on experience with full stack architecture, backend API development, frontend interface design, and backend frontend integration using modern web frameworks. [GitHub](#)

CLUB ACTIVITIES

- **TechStartupClub:** Working with a small team of senior students on a web application for the University of Washington that is set to be used by its teaching staff. Also attending club exclusive hackathons, and workshops on systems architecture. Gained experience with GO, SQL, Sqlite, and connecting front end and back end services using API.
- **Game Design Club:** Attending coding and game design workshops. Worked on game design and coding projects in Unreal Engine and Unity. Have attended and participated in club hosted game jams.

INTERESTS

- Software engineering, cybersecurity, networking, web design, 3D modeling, and developing interactive applications and games