

Aaron Hardowar

Software Engineer

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Projects

Harmony | JavaScript, Ruby, React, Redux, Rails, PostgreSQL, HTML, CSS - [Live](#) | [Repo](#)

Single page full-stack live messaging application inspired by Discord

- Implemented Servers and Channels systems with React, using Redux to create a single source of state resulting in code that is organized and easy to build upon.
- Integrated real-time live chat through use of Rails Action Cable WebSockets in order to establish an always-open Publish-Subscribe connection, where new messages are listened for and automatically distributed to correct channels.

DownFall | JavaScript, HTML5 Canvas, CSS - [Live](#) | [Repo](#)

Addictive point-based browser game based on user making their way downwards while avoiding red platforms

- Utilized pure JavaScript for the game's logic in conjunction with HTML5 Canvas in order to render and create animations.
- Integrated smooth wrap-around and scrolling to allow for comfortable play.

ManipulaDOM | JavaScript - [Repo](#)

Lightweight DOM manipulation library inspired by JQuery

- Utilized Javascript in order to implement fetch capability along with easy DOM manipulation.

Skills

JavaScript | Ruby | Java | C++ | Rails | React | Redux | jQuery | SQL | HTML | Canvas | CSS | Git | Linux | Webpack

Experience

Linchpin Inc, New York, NY - Software Developer Intern

August 2018 - Present, Part-Time

- Development on insurance-based project utilizing JavaScript, React and Redux in order to build functionality along with design to deliver an elegant visualization of data with an intuitive user interface.
- Coordinated development with a team to organize workflow and connect all modules of the application.

BioBus, New York, NY - Web Developer

July 2018 - August 2018, Freelance

- Front End Web Development work for Do-It-Yourself Microscope Project utilizing HTML, CSS, and JavaScript.
- Assisted in getting site ready by the deadline for presentation at a conference.

Education

Hunter College, New York, NY - Computer Science Major

September 2017 - Present, Part-Time

- Currently working toward my Computer Science B.A w/ Minors in Mathematics and Physics

App Academy, New York, NY

May 2018 - August 2018

- Intensive 1000+ hour software development curriculum with focus on pair-programming and less than a 3% acceptance rate.