Aaron Do

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Education

California State Polytechnic University, Pomona Pomona, CA

Bachelor of Science in Computer Science May 2023

GPA: 3.87

Awards and Honors: President's List, Dean's List, Research Distinction

Work Experience

Technology Consultant Inc. July 2020 – October 2020

Intern

- Designed website using GoDaddy by conducting user research, wireframing, and prototyping to maximize web traffic.
- Presented findings based on data modeling, data representation, and entity relations.
- Learned how to create database based on information from entity relationship diagram.

Cal Poly Pomona Virtual Reality Lab January 2022 – May 2022

Research Assistant

- Led team in creating a VR experience utilizing XR technology and hardware.
- Managed school website and conducted inventory on VR equipment.
- Explored the HTC Vive and Oculus Quest 2 unique set of functionalities.
- Collaborated with professor in discovering new methodologies for applying VR in existing applications.
- Project: Snowdown VR visible on https://www.cppvr.org/

Projects

Boston Dynamics Spot Research Project March 2023 – May 2023

- Explored the different functionalities and features of the Boston Dynamics Spot Robot.
- Developed software that enables Spot to pick up and deliver package using object recognition and fiducials with team of five.

Research on Leveraging Agent-Based Models for Analyzing Disease Spread June 2022 – January 2023

- Explored the field of Agent-Based Models (ABMs) to model complex and adaptive systems, such as the transmission of diseases and its interactions with the human population.
- Constructed models using the Repast Suite platform, in order to utilize its parallel computation resources on large scale ABM methodology.
- Conducted simulation on Python using multiple processors on synthetic, million node Watts-Strogatz network.
- Applied compartmental epidemiology models on Agent-Based Model paradigm to simulate real-world scenarios, validated with real data from the Coronavirus Disease 2019, provided by the CDC.
- Wrote research paper accepted by **Computer Science Conference for CSU Undergraduates 2023**.
- Viewable on https://scholarworks.calstate.edu/concern/publications/q524jw25t

IdeART Website and Mobile App October 2022 – December 2022

- Prototyped and created a wireframe using Figma and implemented it using React and Flutter framework.
- Utilized AWS Amplify to model data in GraphQL format and allowed users to create, modify and delete posts.
- Developed authentication methods that allowing users to sign in and create posts based on their permission level.
- Viewable on https://www.ar2t.me/
- App link: https://play.google.com/store/apps/details?id=com.melonchollie.ideArtApp&hl=en_US&gl=US

Technical Skills

Advanced Skills: Python, Java, Figma, Linux, GitHub, Adobe Illustrator, Adobe Photoshop

Intermediate Skills: Oculus, C#, HTML/CSS/JS, React, Unity, Flutter, AWS, C++

Interests: Virtual Reality, Digital Art, Mobile App Development, Spot Robot, ABMs, Research

Work Eligibility: U.S. Citizen