Aaron Do

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EDUCATION

University of California, Irvine — September 2024-December 2025
M.S. in Computer Science
Current Course/Projects: Artificial Intelligence, Internet of Things, Battle Bots
Overall GPA:

California State Polytechnic University, Pomona — August 2019-May 2023
B.S. in Computer Science
Awards/Honors: Sum Cum Laude, Research Distinction
Overall GPA: 3.88

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, HTML
Operating Systems: Windows (10, 11), Linux (Ubuntu)
Frameworks & Libraries: AWS Amplify, Flutter, Photoshop, Illustrator, Figma, Unity, ReactJS, Repast Simphony, Pandas, GitHub

EXPERIENCE

The Coder School — October 2023-Present
Code Coach | Irvine, CA

- Developed and implemented curriculum focused on programming languages such as Python, Java, and Scratch.
- Provided individualized guidance, tailoring instruction to their skill levels and interests.

Technology Consultant Inc. — July 2020-October 2020
Software Engineering Intern | Mclean, VA

- Conducted user research, wireframed, and prototyped a website using GoDaddy, resulting in maximized web traffic.
- Presented data-driven findings through comprehensive data modeling, representation, and entity relationship analysis.
- Developed a database based on detailed entity relationship diagrams, enhancing data organization and accessibility.

PROJECTS

Boston Dynamics Spot Research Project — January 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 packages 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.
- Conducted simulation using multiple processors on synthetic, 1,000,000 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, from the CDC.
- **One of 10 papers accepted out of 36 submissions** for the Computer Science Conference for CSU Undergraduates 2023.
- Link to paper: 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 allow users to sign in and create posts based on permission level.