Aaron Burgin

Charlotte, NC | (828) 230-3675 | Aburgin502@gmail.com | [LinkedIn](#)

Education

University of North Carolina at Charlotte
Bachelor of Computer Science, August 2020 – December 2022
Concentration: Artificial Intelligence, Robotics, and Game Development.
GPA: 3.6 / 4.0

Asheville Buncombe Technical Community College
Associate of Arts & Associate of Science, August 2019 – May 2020
GPA: 3.6 / 4.0

Skills, Certifications, & Creations

- Coding Languages: Java, Javascript, HTML, Python, C, C#, C++, PHP, SQL.
- Digital Media: Game Creation, Website Design, UI/UX Design, Video Editing, Photoshop.
- Project Management: Branding and Identity, Training, Client Relations.
- Microsoft Office certified (Word, PowerPoint, Excel, Access, OneNote, Outlook).
- Developed four video games, a tabletop game, and a file-scanning application using a mixture of Python, Java, Javascript, GML, Unity, AutoCAD, and Github.
- Property & Casualty Insurance License (authorized in 30+ states).

Work Experience

Risk Advisor – Guided Insurance Solutions. Charlotte, NC (January 2023 – June 2024)
- Created, managed, and expanded a portfolio of 300+ clients with a retention rate of 96%.
- Partnered with 16 'A' rated insurance companies to provide premium saving rate analyses using Salesforce and CXone.
- Collaborated with internal software teams for UX development and high-fidelity prototyping.
- Overhauled existing software architecture and implemented a new program that allowed associates to communicate with multiple insurance companies at once, improving overall efficiency by 62%.

Research Analyst – National Science Foundation. Greenville, NC (May 2022 – August 2022)
- Crafted an academic treatise about the state of image detection in artificial intelligence.
- Engineered the foundational framework for artificial intelligence to discern distinct objects within an image using Python, TensorFlow, PyTorch, and Pandas.
- Formulated weekly reports and amended documentation for the NSF.
- Presented final research and project details to the NSF board.

Junior Software Developer – JAC. Charlotte, NC (October 2019 - March 2022)
- Implemented machine learning APIs to enhance the database backup process, significantly reducing data loss and discrepancies by 28%.
- Edited and debugged programs in Python and Java which increased code quality by 41%.
- Designed and deployed test cases to fully optimize code segments.
- Refined queries in SQL to improve database performance and decrease overall runtime by 22%.

Architectural Intern – Novus Architects. Asheville, NC (August 2018 – January 2019)
- Designed and modeled new building designs using Revit and AutoCAD.
- Prepared presentations for client meetings while effectively communicating design concepts.
- Created and implemented color pallets for multiple designs, enhancing visual appeal.
- Formulated a multitude of drawings in diverse styles for low fidelity prototypes.