Aaron **Ulbricht**

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PROJECTS

Gamifi *(Rails, Backbone)* | live | github
Gamified quantified self app to manage and track habits.
- Bootstraps user data on page load to avoid extra AJAX requests.
- All Tasks share a Tags table via polymorphic associations to keep database normalized.
- Interactive history charts for each task.
- Fully mobile-responsive for on-the-go habit management.

Boom *(Javascript, HTML5)* | live | github
Arcade game where players try to set off large chain reactions with a single click
- Arcade physics, sprite based graphics, and audio.
- Click based interface on HTML5 canvas

Light Rail *(Ruby, SQL)* | github
Recreates core Ruby on Rails functionality
- ActiveRecord ORM functionality, including lazy-loading to consolidate DB connections
- Metaprogramming macros allow user to add associations, and dynamically create getters and setters for models.

SKILLS

Ruby, Rails, Javascript, jQuery, Backbone, HTML, CSS, SQL, git, Linux, VB.NET

EXPERIENCE

Student - *App Academy (2014 - 2015)*
- Immersive software development course with focus on web development and agile methodologies. Strong emphasis on code quality and design patterns.
- Acceptance rate < 5%

Research Tech - *Indiana University (2013 - 2014)*
- Improved data quality by fixing interface issues in custom VB.NET software.
- Streamlined patient screening process, leading to a record year in recruitment.

Electronics Team Member - *Target (2010 - 2013)*
- Sold enough replacement plans and accessories to bring our store to top 10 in Indiana.
- Adapted to work 9 different positions, and trained others in most of those.

EDUCATION

BA Psychology - *GPA 3.78*
Indiana University Bloomington, 2012
- Took two extra years to earn a separate degree in Psychology out of personal curiosity.
- Cognitive Neuroscience, Molecular Neuroscience, Research Methods, EKG lab

AS Computer Science - *GPA 3.92*
Indiana University South Bend, 2010
- Programming Languages, Statistics, Analysis of Algorithms, Machine Language