Aidan Ainsworth





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Software developer and technical project manager with proven expertise in Power Platform development, cloud architecture, and end-to-end solution delivery. Skilled in bridging technical implementation with business requirements through data-driven analysis, automated workflows, and scalable system design. Demonstrated ability to lead cross-functional teams, optimize legacy systems, and deliver measurable improvements in operational efficiency and user experience.

Experience

Power Apps & Automate

Microsoft - Bellevue, WA

02/2025 - current

- **Developer**
 - Led end-to-end development of multiple power platform solutions to centralize and streamline support and change request intake, reducing user friction and increasing request throughput
 - Designed and implemented Power Automate flows to orchestrate dynamic data handling, auto-generate Azure DevOps work items, and automate user notifications via Microsoft Teams and Outlook integrations
 - Drove a 400% reduction in interface screens creating a single unified experience, drastically improving UX
 - Aligned solution architecture with existing enterprise tools and processes, adhering to internal governance standards
 - Conducted comprehensive technical assessments of legacy implementations, identifying performance bottlenecks and architectural inefficiencies, then developed data-driven refactoring plans with quantified ROI projections to optimize system performance and reduce operational overhead
 - Documented system features, pain points, bug resolutions, and design rationales to support knowledge transfer, future maintenance, and continuous improvement initiatives.

Jr. Project Manager

Aptly Technology - Bellevue, WA

02/2025 - current

- Translated complex technical requirements into clear, actionable plans for stakeholders of varying technical backgrounds — fostering transparency, driving consensus, and enabling data-driven decision-making.
- Demonstrated exceptional technical & organizational skills through complete development project ownership, leveraging KQL for data analysis, ADO for tracking progress & blockers, and Power BI dashboards which were shared in daily standups, weekly status reports, monthly and quarterly business reviews

Cyber-wargame Developer

Western Washington University - Bellingham, WA

09/2023 - 06/2024

- Developed prototypes using Typescript flavored Next.is for the front-end interface and Node.is for backend processes. leveraging Strapi as a headless CMS to manage users and actions. Integrated SQLite for database functionality and deployed the application on a Linux-based private cloud with VPN access for secure user connections. Leveraged GraphQL for optimized data retrieval.
- Documented engine features and project progression using GitHub and GitHub Wiki, ensuring smooth project handoff and facilitating future development.

Help Desk

Western Washington University - Bellingham, WA

09/2021 - 06/2024

- Delivered high-quality IT and AV support for Windows and Mac systems to faculty, students, and staff, ensuring user satisfaction and repeat engagement.
- Utilized JIRA to coordinate tasks and issues within the team, streamlining project and support workflows.

Education

Western Washington University (WWU) - Bellingham, WA

09/2020 - 06/2024

Minor: Mathematics

B.S. Computer Science

Notable Courses: Secure Software Development, Cloud Computing, Cloud Security, Operating Systems, Computer Networks, Mobile Device Programming, Game Programming, Cryptography, Analysis of Algorithms I & II

Skills

Technical:	Java, C, C#, HTML/CSS, JavaScript, Python, SQL, Power Platform, Docker, Azure, Al Agents, ADO, AWS, Kubernetes, GitHub, Node.js, JIRA, Shell Scripting, DSA, API's, Microsoft 365 suite, Virtualization	
Soft:	Problem-solving, detail-oriented, troubleshooting, leadership, emotional regulation, relationship-building, de-escalating, workload distribution, adapting communication styles, presentation skills	

Projects

Portfolio Website (Ongoing)	JavaScript, HTML/CSS, React	Personal portfolio with resume and projects, continuously updated.
Cyber-Wargame Engine	Strapi, Next,js, Node.js, GraphQl, Virtualization, TypeScript, SQLite	Functioning engine for an educational wargame about cyber warfare. Now maintained by WWU.
Tic-Tac-Toe	AWS (Cognito, EC2, SES. Lambda), JavaScript, Python	AWS based tic-tac-toe with authentication and email notifications.
Deadwood	Java, XML, Java Swing	Virtualized 4-player boardgame, utilizes object- oriented design principles.
Word Guessing Game & Hangman	С	Network based 2-player games to showcase low- level programming and networking skills.
Mobile Daily Clock	JavaScript, React Native	Features daily quotes, light/dark mode, time & location tracking by using API's.