

Aidan Ainsworth



/in/aidansainsworth



/Sol-Aestuans

Seattle, Washington Email: solcareer@outlook.com

Portfolio: aidanainsworth.com

Full-stack developer focused on building enterprise automation platforms and modernizing legacy systems for large user bases. Design end-to-end solutions spanning applications, data architecture, and workflow orchestration with emphasis on scalable infrastructure and maintainable code. Establish technical standards through component libraries, documentation practices, and team mentorship.

Experience

Technical Project Mgr.	Microsoft – Bellevue, WA	02/2025 – Present
<ul style="list-style-type: none">Engineered real-time email monitoring platform across Outlook, Teams, Power Automate, and Dataverse with cache-optimized workflows and automated communication tracking to enforce 30-minute SLA compliance, achieving 15% reduction in SLA violations.Designed and deployed end-to-end automation platform comprising 2 production apps, 30+ data tables, and 25+ automation workflows with environment separation and lifecycle management, achieving 10+ hour weekly efficiency gains for engineering team.Architected and built intake system for managing engineer skill taxonomy modifications, optimizing request aggregation logic to handle multifaceted change requests that decreased average ticket volume by 300%.Modernized legacy intake systems serving 1000+ users by migrating to Power Platform architecture with improved UI/UX design, eliminating technical debt and inconsistent processes while establishing comprehensive documentation standards that reduced onboarding time and improved system performance.Built a collection of reusable canvas components adopted by development team, saving 2+ hours per code review through elimination of duplicate code, standardized implementation patterns, and streamlined modification workflows that accelerated feature delivery.Mentored and managed Jr. developer, providing technical guidance and code reviewsProduced technical documentation for system architecture, development standards, and operational procedures		
Full-Stack Developer	Western Washington University – Bellingham, WA	09/2023 - 06/2024
<ul style="list-style-type: none">Developed prototypes using Typescript flavored Next.js for the front-end interface and Node.js 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.		

Education

Western Washington University (WWU) – Bellingham, WA	09/2020 - 06/2024
B.S. Computer Science	Minor: Mathematics

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

Skills

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

Projects

Portfolio Website	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	C	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.