Aaron Gould

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EDUCATION

Macalester College, Saint Paul, MN   B.A. December 2021
Majors: Computer Science, Applied Mathematics and Statistics   GPA: 3.91
Honors: Macalester Dean's List, DeWitt Wallace Distinguished Scholarship
Relevant Classes: Software Development and Design, Signal Processing, Computational Linear Algebra, Algorithms, Computer Systems and Organization, Data Structures

SKILLS

- Software Development: Python, Java, Scala, Spark, Impala, Hadoop, Spring Boot, Angular, Kafka, C, C++, React, Jenkins, Elysia, TypeScript, Node.js, Selenium, CSS, Google Cloud
- Operating Systems: Linux, Bash, File Systems, Multi-Threaded Development, Encryption
- Statistical Modeling: R Studio, NumPy, SciPy, pandas, SQL
- Machine Learning: Tensorflow, OpenAI Gym, ChatGPT, Stable Baselines, PyOD, Sklearn
- Version Control: Git, Github, Bitbucket, Jira, Agile

RELATED EXPERIENCE

National Park Service, Denali National Park, AK   May 2023 - September 2023
Software Engineer, Natural Sounds Technician
- Used ML and Signal Processing techniques to analyze natural sound data in the park.
- Installed and maintained audio recording stations in the Denali National Park backcountry.
- Created a mobile app for Park Rangers to report bear interactions and upload to a database.

Surescripts, Minneapolis, MN   June - August 2021 (internship), February 2022 - May 2023
Associate Software Engineer
- Engineered and tested Spark jobs to detect anomalies in prescription data.
- Created solutions to send irregular prescribing habits to investigators with Kafka and XSOAR.
- Communicated with all types of healthcare positions to understand and analyze vast amounts of healthcare data.
- Developed an interactive dashboard to view and analyze prescription product data.
- Created an API with Java Spring Boot to query data from Hadoop tables and relay to an Angular web page that was integrated with other internal products.

Macalester College, Saint Paul, MN   June - August 2020
Undergraduate Research Assistant
- Researched aerial coverage algorithms for unmanned aerial vehicles to photograph large regions of space efficiently in a small research team.
- Used and developed multiple Reinforcement Learning algorithms to find effective ways to complete coverage tasks under different conditions.

Personal Projects
- Created an AI personal assistant for my portfolio website.
- Programmed a signal equalizer (EQ) for musical use in Digital Audio Workstations.
- Published an interactive chord finding and song writing web tool for musicians.
- Created and shared video games and game modifications using tools like Unity and Forge.
- Used microcontrollers like Arduino to create physically interactive software.