| **AARON SOTO**  Full Stack Developer | https://aaronsoto.io | 520-840-0665 | Casa Grande, Arizona | aaron.m.soto1@gmail.com  [LinkedIn](https://www.linkedin.com/in/aaron-soto-6922b0173/) | [Github](https://github.com/aaron-soto)  Secret Security Clearance |
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**SUMMARY**

A software developer with experience writing web applications from scratch across multiple technology stacks. Passionate about developing solutions that positively impact lives. Eager to leverage excellent communication, strong relationship management, and technical skills as part of a software team.

**TECHNICAL SKILLS**

HTML, CSS, Javascript, Python, Java, Kafka | React, Django, Restful API’s, Node | Bootstrap, SCSS, Tailwind, Mongoose, MongoDB | Microsoft Suite, Affinity Suite, Figma

**PROJECTS**

**Flip Clock Work Clock and Timer-** [**Live**](https://aaron-soto.github.io/react-clock/) **|** [**Github**](https://github.com/aaron-soto/react-clock)

*React Clock that I made to keep track of time while I work and a timer that keeps track of how much I work each day.*

* Using React combined with Scss certain elements are hidden to allow less distractions while working
* Uses local storage to keep track of work week so time can be submitted at the end of the week.

**React Hangman Game -** [**Live**](https://aaron-soto.github.io/react-hangman/) **|** [**Github**](https://github.com/aaron-soto/react-hangman)

*A Javascript hangman game with a coin and hint system as well as win streak counter and tracker using cookies*

* With each win, the player is rewarded coins that they can use in the next games to unlock hints to reveal a letter to help them guess the word correctly.
* Uses cookies/ local storage to keep track of how many wins and losses the player has. If the player loses their win streak counter is reset to 0.

**NinjaGoldGame -** [**Live**](https://aaron-soto.github.io/NinjaGoldGame/) **|** [**Github**](https://github.com/aaron-soto/NinjaGoldGame/tree/main)

*Keeps score of how many coins the player has, allowing them to travel to different areas on the screen.*

* Utilized FontAwesome and Bootstrap to enhance User Experience.
* Allows the user to press “wasd” to control the player around the screen.
* Players can press space to gamble and win or lose more based on their locations.

**PROFESSIONAL EXPERIENCE**

**Software Development Consultant** | Allata Remote | 2021-Current

* Full stack developer tasked with solving kafka-salesforce solutions to meet the clients needs.
* Worked as part of a team that operated using agile methodology. Performed scrum master tasks such as retrospectives and sprint planning meetings.

**Team Leader**| **US ARMY** Savannah, GA | 2013-2018

* Led and mentored a diverse team of 5 people, Facilitated readiness training and delivering strategic advice that ensured each team member was prepared to successfully and confidently make intelligent decisions across operational goals and promotions.
* Analyzed and created detailed reports that informed and enabled leadership to plan and produce highly successful project objectives and several cross-department personal growth strategies
* Earned multiple achievements awards (The Combat Action Badge, Ranger Tab, and two Army Commendation Medals) for exemplary service, heroism, and meritorious achievements in high stress and often hostile environments throughout four combat deployments overseas.

**EDUCATION**

**CODING DOJO** | *Full-Stack Developer Certificate* | Remote-San Jose, CA | 2021

* Intensive Full-Stack Training Program: Python, Java and MERN
* 14 wks, 50-80 per week, pair programming, testing, algorithms.
* Achieved highest honors “Black belt” on all three exams for each stack.

**ARIZONA STATE UNIVERSITY** | *Bachelors in Software Engineering* Tempe, AZ | 2021-Current

* Attending Arizona State University Online While working a full time job. CSE110 completed.