

Aaron Luevano

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EDUCATION

University of California, Irvine *December 2023*

Bachelor of Science in Informatics | GPA: 3.541

- **Relevant Coursework:** Information Retrieval, Programming in Java, Programming in Python, Requirements Analysis and Engineering, Health Data Analytics, Project in Health Informatics, Software Design, Software Testing, Project in HCI Requirements and Evaluation, Frontend

PERSONAL PROJECTS

Blog Website | *HTML, CSS, JavaScript, Express, Node.js, EJS*

- Designed and developed an interactive travel blog platform that empowers users to seamlessly create, edit, favorite, and delete blog posts.
- Implemented dynamic content rendering using EJS to bring a personalized user experience. Utilized Express and Node.js to manage back-end logic.

UV Index Website | *HTML, JavaScript, CSS, Express, Node.js*

- Developed a real-time UV index website to inform users whether they need sunscreen for the day based on their location.
- Integrated RESTful APIs with Express and Node.js to fetch the UV index Data from the Open UV API, allowing users to enter a location or use geolocation for immediate UV readings.

AWARDS/SCHOOL PROJECTS

Spelling Dystance (Capstone) | *ReactJs, Python, Agile methods*

- Collaborated with a team of 5 to create a website that analyzes student spelling progress which researchers can download as csv files.
- Implemented advanced algorithms with clear, accessible explanations to help researchers understand the collected data.
- Won first place at the **2023 UCI ICS Capstone Expo**.

UC Irvine Student Housing App | *Figma, Miro, Google Sheets, Google Forms*

- Designed and developed a student housing application focused on addressing key concerns of UC Irvine students through extensive research and user feedback.
- Created an app using Figma within a 10-week timeline by conducting comparative analysis and 3 usability tests, while also creating sketches and wireframes.

Type 1 Diabetic App | *JavaScript, React Native, Figma, Expo, MongoDB*

- Partnered with a team and client to create a gamified mobile application designed to support individuals managing Type 1 Diabetes.
- Developed core functionalities such as user registration and login which met the goal of our client and created mockups of settings and profile view page for future enhancements.

SKILLS

Programming and Software: Python, Java, Figma, Visual Studio, JavaScript, HTML, Typescript, Node.js, SQL, React Native, Agile, Express, EJS, Google Sheets/Forms, Expo, REST APIs, React

Languages: English, Biliterate (Fluent Spanish), Intermediate Spanish speaking

Personal: Communication, Leadership, collaborative, Team Oriented