Aaron (Hein) Aung

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Education | Expected Graduation - June 2018

University of California, Irvine - B.S. in Computer Science
GPA: 3.53 - 5 Dean's Honor Awards

Notable Courses Taken – Projects in Web Applications, Data Management, Human Computer Interaction, Design and Analysis of Algorithms, Projects in Operating Systems, Python Series, C++ Series.

Work Experience & Projects

***Associate Developer* – Realty ONE Group, Irvine**   *Jan 2017 – Current*
***Application Development Intern* – Realty ONE Group, Irvine**   *Sept 2016 – Jan 2017*
- Participate in morning scrums.
- Organize tasks and coordinate product release plans/sprints using ***JIRA***.
- Version Control: **Git** with ***SourceTree*** and ***BitBucket***
- Tools: **HTML, CSS, JavaScript, jQuery, PHP, SQL, Gulp, Apache XAMPP.**
- [Achievement Highlights]
  - **Saved weeks of manual data entry and processing –** wrote a python script which iterates through a CSV file to collect data and automate a PHP process.
  - **Calendar System –** developed a calendar system for real estate agents to organize events and classes.
  - **Vendor Integration –** engage in meetings with vendor companies, study API documentations, and integrate features that extend the functionalities of the company's internal system.

***We Care to Share (Personal Project)* –** www.wecaretoshare.org   *Sept 2017*
- Self-started a project to raise awareness about charitable events around the world.
- Explored and employed open source APIs from *Global Giving* and *DoSomeThing* to retrieve charity data.
- Tools used - **React JS, Redux, HTML, CSS, Bootstrap, JavaScript.**

Fablix (Group Project)   *June 2017*
- Developed a movie browsing app with login page, movie & actor pages, cart, and checkout system.
  - Backend tools – **Java, JSP, SQL.**
  - Frontend tools – **HTML, CSS, JavaScript, jQuery, and Bootstrap**.
- Performed SAX XML parsing to load the database with open source movie data.
- Scaled website using SQL master-slave replication.

Box-Run (Pair-programming Project)   *March 2017*
- A two-player split screen race game developed in C# using Unity Engine.
- Mechanics include shooting, wall jumping, gravity flips, and speed boosts.

Technical Skill & Tool Summary   (*limited experience)

Web Tools – HTML, CSS, Bootstrap, jQuery, JavaScript, PHP, AJAX, SQL, React, Redux, Java, SASS, Gulp, NodeJS*
Source/Version Control Tools – Git, GitHub, SourceTree, BitBucket
Programming Languages – Java, Python, C++, C#
Other Programs - Adobe Photoshop, Microsoft SQL Server, Postman, Apache XAMPP, FileZilla, Putty, WinSCP, Unity