AARON BRIER

briera@uci.edu | github.com/aaronbrier | aaronbrier.com

EDUCATION

University of California, Irvine

Sept. 2018 - June 2022

B.S. in Computer Science

3.97 of 4.0 GPA

Relevant Coursework

Data Structures & Algorithms, Design and Analysis of Algorithms, Operating Systems, Computer Organization, Principles in System Design, Computer and Network Security, Intro to Artificial Intelligence, Intro to Databases, Probability and Statistics, Boolean Logic and Discrete Math

EXPERIENCE

Paciolan | Irvine, CA

Jan. 2021 - Present

Student Member / Software Development Intern

- Working on backend team to build a contactless payment system for ticket sales
- Creating a REST API written in Java, that communicates with Redis database
- AWS Lambda, Java, Redis

ACM at UCI | Irvine, CA

Apr. 2019 - Present

Member, Competitor

- Participate in discussions on data structures and algorithms twice a week
- Ranked 13th in ICPC qualifier
- Moved on to Southern California Regionals, competing on Feb. 27

Donald Brenn School of ICS | Irvine, CA

Jan. 2020 - Mar. 2020

Lab Tutor

- Tutored over 30 students in programming with Python. Taught object oriented programming, using third party libraries, and using web APIs
- Met 3 times per week, 80+ minutes per meeting

PROJECTS

Minesweeper AI | Python

- Created a program to solve randomly generated minesweeper boards
- 80%+ success rate on 16x16 boards with 40 bombs

Reddit Web Scraper | Python

- Created a program that searches through comments posted on Reddit.com to find the overall sentiment Reddit users have on publicly traded companies
- Utilizes Python Reddit API Wrapper (PRAW) and Textblob API for natural language processing

Multi-client chat server | C

- Built a chat server that supports chat rooms with multiple users, as well as private messaging between users
- Utilizes threads and locking mechanisms to support concurrency between connected users

TECHNICAL SKILLS

Languages: Python, C++, C, HTML/CSS, SQL

Tools: Git

Operating Systems: Windows, GNU/Linux, MacOS