Aaron Smith
Software Engineer
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Creative software engineer with the ability to pick up new languages and technologies as needed. Prior to being a software engineer, I have always been passionate about computers and technology. Before acquiring an education in technology, I worked in a team focused atmosphere surrounding material handling and have also worked as a team lead in different retail environments.

Software Development Skills
- Debugging, JavaScript ES6, Python, Node.js, React, Express, Redux, RESTful API, SQL, Bootstrap, HTML5, CSS3, MVC, Git

Education
DigitalCrafts | Certificate in Software Engineering | Atlanta, GA   January 2020 – May 2020
- Digital Crafts is a software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio
Cryptid | not.hosted.yet | github.com/aaroncosmith/cryptid   May 2019
- Member of a 3-person development team building a chat app in React. The app is designed to only store data on the client side, creating an easy to use private user to user chat.
- Main responsibilities on this project was creating an easy to use UI, adding components, styling, implementing global state, database creation, and using express to create a backend.
- Capstone project built with React, Node.js, Express, and PostgreSQL

What Game? | not.hosted.yet | github.com/aaroncosmith/What-Game   April 2020
- Self-made React app which finds a random game for the user to play on their favorite console. If the user does not like the random game delivered to them, the user can click a button to deliver them another random game from the same category.
- Focused on proper use of state, props, react-router, components, and creating an easy to use interface for the user.
- Built entirely in React using create-react-app, react-router, styled-components, and the RAWG.io video game database API.

Binterest | not.hosted.yet | github.com/aaroncosmith/Binterest   March 2020
- Member of a 3-person development team building a website that largely mimics Pinterest. Users can like images, save images, and post images.
- Primary responsibilities included creating a responsive layout, seeding database with SQL, Express implementation, encryption, and implementing various Javascript libraries.
- Built with Node.js, PostrgeSQL, Javascript, Bulma, Bcrypt, and Express.

brewfinder | https://brewfinder.zachbarbre.com/ | github.com/aaroncosmith/brewery-locator   February 2020
- Member of a 3-person development team building a website that uses various APIs to find breweries close to a user's IP address.
- Responsibilities included designing and assembling a fully mobile-responsive layout and creating interactivity into the page.
- Built with HTML, CSS, JavaScript, Bootstrap, BreweryDB, Geocode.xyz

Fighting Game | not.hosted.yet | github.com/linzblue1/Fighting-Game   January 2020
- Member of a 2-person development team building an interactive game with Python.
- Responsibilities included creating sprites, implementing game logic, adding music, event handling, and various debugging.
- Learned PyGame to use in project scope.

Additional details on prior work experience and other projects available upon request