Aaron Dudor

Software Developer

CONTACT

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TECHNICAL SKILLS

JavaScript

React.js

HTML

CSS

Three.js

Next.js

TypeScript

Tailwind

Java

Python

Figma

Git

Agile

Scrum

SOFT SKILLS

Problem solving

Leadership

Adaptability

Communication

Time management

Organization

CAREER PROFILE

Dedicated and diligent software developer ready to utilize my skills and passion to further the mission of an organization. Fully capable to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

EMPLOYMENT HISTORY

Help Desk Technician | WCER Research IT   Madison, WI
September 2021 – May 2023

- o Monitored support request queue and ensured clear communication for 600+ clientele
- o Quickly resolved 10+ user issues daily with 90% success
- o Imaged and issued 100+ laptops and desktops to new and preexisting users
- o Restructured and reorganized checkout library, increasing checkout efficiency by 75%

Customer Specialist | CarMax   Madison, WI
June 2021 – September 2021

- o Arranged and processed the sale of 30+ pre-owned vehicles
- o Appraised 100+ customer vehicles to determine their market value for sale
- o Facilitated the shipment and delivery of vehicles to and from various CarMax locations
- o Organized and maintained the inventory for the vehicles on the lot

EDUCATION

University of Wisconsin – Madison   Madison, WI
September 2019 – May 2023

- o Degree: Bachelor of Science in Computer Science with a Certificate in Digital Studies
- o Relevant Coursework: Software Engineering, Data Structures & Algorithms, Computer Graphics, Human-Computer Interaction, Artificial Intelligence
- o Activities: President, Treasurer and Recruitment Officer for the Delta Delta Chapter of Sigma Lambda Beta International Fraternity Inc.

PROJECTS

Office Hours Queue
Front End Developer

- o Technologies used: TypeScript, Next.js, Express, Tailwind
- o Designed and implemented an office hour queue in a 6-person team over 10 weeks
- o Applied agile and scrum methodologies to guide the software development cycle
- o Effectively coded a functional user interface for 120+ students and staff
- o Delivered the product demonstrating the defined user stories with 85% success

Graphics Town
Developer

- o Technologies used: JavaScript, Three.js, HTML, CSS
- o Formulated and developed a 3D-rendering of an imaginary suburban town
- o Utilized 3D geometries from the Three.js library to create real-world objects
- o Rendered shaders and textures to emulate the appearance of real-world objects
- o Implemented animations for the 3D objects to function like their real-world counterparts