UNIVERSITY OF LOUISVILLE
J.B. SPEED SCHOOL OF ENGINEERING

Aaron Fox

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OBJECTIVE

Second Computer Engineering/Science Co-op Position — January 2 – May 4, 2018

EDUCATION

Bachelor of Science in Computer Engineering/Computer Science — Expected May 2020
Master of Engineering in Computer Engineering/Computer Science — Expected May 2021
J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky — **GPA 4.0/4.0**
Responsible for 100% of tuition — Hours Completed: 75

High School Diploma — May 2016
Randall K. Cooper High School, Union, Kentucky — **GPA 4.6/4.0**

SKILLS/COURSEWORK

Technical Skills/Relevant Coursework

- Web Development – Node JS
- C, C++
- Java
- MongoDB
- C#, Unity
- Python
- Vim
- Heroku
- Data Structures
- Selenium
- Git/GitHub
- Android Development
- IntelliJ/Eclipse/Visual Studio
- Arduino/Basic Electronics
- JSON/XML

APPLIED EXPERIENCE

Course Projects:
C/C++: Interfaced Arduino circuitry and code with a self-constructed windmill to perform calculations and display output to LCDs. (See www.github.com/aaronfox/ENGR-111-Arduino-Windmill-Display.)
Independent Projects:
Personal Website and Blog. Used MongoDB, ExpressJS and NodeJS. (See www.aaronfox.me)
Unity Game Development: Created a 3D shooting game with intelligent AI enemies
Redbird Robotics: Created a GUI using Python and implemented several APIs to pass data to and from the GUI and an autonomous drone.
Hackathons:
RevolutionUC (University of Cincinnati): Created a fan hub based off the podcast *Hello Internet*, which included games such as "CGP Grey Flappy Bird" and "Podcast Bingo." (see www.hellointernetbingo.com.)
CatHacks 3 (University of Kentucky): Competed in the Gatton Fintech Challenge and created a web app called "Decentral," a micro-lending loans prototype. (see www.github.com/aaronfox/Decentral.)
Derby Hacks (University of Louisville): Assisted with setting up the hackathon and learned how hackathons work.

WORK EXPERIENCE

Great American Insurance Company — June 2016 - August 2016
DevOps Intern – 40 hours/week — Cincinnati, OH

- Developed service to improve Health Dashboard UI for code complexity using Java Code Coverage.
- Learned best development practices from sources such as Pluralsight and Safari Books Online.
- Headed a Code Kata presentation demonstrating a basic workflow with Docker Hub.
- Participated and explored activities and events such as daily scrums, sprint planning, and retrospectives using the Scaled Agile development framework.

Reach Ambassador — August 2017 - Present
General School Ambassador — Louisville, KY

- Mentoring seventy first year CECS students and guiding them through their first year of college.

ACTIVITIES/HONORS

Member, **Redbird Robotics**, June 2017 - present
- Developed GUI and utilized various Python and Autonomous Drone APIs
- Communicated with aerial robotics drone using the Robot Operating System (ROS)
- Won second place in the International Aerial Robotics Competition at Georgia Tech
- Used heavy version control to integrate all drone sub-team's work

Louisville Makes Games!, January 2017 - Present
- Participating in workshops and meetups to learn collaborative indie game development.

Member, **Association for Computing Machinery** (ACM), August 2016 - present
- Participating in the Hacking Student Interest Group

Brown Fellows Program, June 2016 – Present
- One of UofL's premier full scholarships which includes two world travel enrichment projects.
- Currently planning enrichment project to improve Ghanaian communities through technology.

Valedictorian, Randall K. Cooper High School

Freshman LEAD, August 2016 – June 2017
- Engaged in community events and developed leadership skills.
- Initiated and carried out a Clinton Global Initiative Project with my team through Uspiritus.

Kentucky Governor's Scholar Program Alumnus

Team Captain, High School Baseball and Basketball Teams, Cooper High School, May 2015 – May 2016