

AARON GRAAB

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PROFESSIONAL EXPERIENCE

LEGISLATIVE ASSEMBLY OF ONTARIO – Toronto, ON

2020 – 2021

Legislative Assistant

Lead connection between my represented MPP at Queen's Park, various other government ministries, stakeholders, and constituents to promote and implement government wide initiatives.

NOBLEGEN – Peterborough, ON

2019 – 2020

Fermentation Manufacturing Technician

Maintained stable environments for algae to thrive – feeding, daily sampling, and documenting/ supporting laboratory analytics. Genetic profiling and processing of the algae. Centrifugal, homogenizing, and bioanalyzing of biomass materials and contaminant foreign bodies.

EDUCATION

MEMORIAL UNIVERSITY OF NEWFOUNDLAND – St. John's, NL

2021 – 2024

Bachelor of Science – Computer Science

TRENT UNIVERSITY – Peterborough, ON

2014 - 2019

Bachelor of Science – Biochemistry and Molecular Biology

SKILLS

- | | | |
|--------------|--------------|-----------|
| • Python | • JavaScript | • MongoDB |
| • pandas | • Node.js | • SQL |
| • APIs | • React | • HTML5 |
| • AWS/ Azure | • Postman | • CSS |
| • DevOps | • C# | • Swift |

GITHUB & PUBLIC PROJECTS

STOCK MARKET TRADING SIMULATION – JavaScript, node.js, HTML, CSS, EJS, MongoDB

Web-based stock trading game comprising server-side functionality and a browser-based HTML frontend. Use of real-time NYSE API. Additional features include buy/sell actions, player registration, admin capabilities, optional viewing of competitors' portfolios, and the incorporation of transaction fees for added realism and complexity.

INVASION PROTOCOL – C++, C#, SFML, ImGui

Engineered a custom 2D game engine using SFML and ImGui, featuring advanced graphics with shaders, parallax, and robust scene management. Mechanics included NPC pathfinding, light ray casting, collision detection, inventory management, and in-game economy with shop interfaces.

MACHINE LEARNING PROJECTS – Python, pandas, and sklearn libraries

Repository of various projects aimed at accessing machine learning performances. Techniques include: 10-fold stratified CV using KNN, leave-one-out CV, linear regression, standard scaler, gradient boosting regression, and RMSE interpretations.

SERVER-CLIENT PROJECT – Java

Client-server architecture that demonstrates socket programming, showcasing bidirectional communication. Text-based interactions from clients who send the server a string that is then processed and converted to uppercase and returned to the client.