# Aaron Post

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## EDUCATION

**The Ohio State University**                                              Columbus, OH
*Bachelor of Science in Computer Science (cumulative GPA 3.45)*        *Aug. 2020 - May 2024*

## EXPERIENCE

**Software Design & Development Research Assistant**                Mar. 2023 – Present
*The Ohio State University*                                           *Columbus, OH*
- Designed and developed 3 academic computer simulations and games in a team setting.
- Implemented a data-driven system that walks the user through experiments step by step.
- Discussed design details during meetings twice a week; Collaborated with Metro Early College High School.
- Worked with Unity, C#, and .NET; used Git/GitHub Projects for source code and project planning.

**Project Design & Development Teaching Assistant**                Aug. 2023 – Present
*The Ohio State University*                                           *Columbus, OH*
- Held office hours twice a week; guided 85+ students to make smart design decisions for 6 large Agile sprints.
- Met monthly with multiple groups of 6 students at a time; reviewed students' code based on high-quality programming practices including readability, high cohesion, and low coupling.
- Graded student labs and provided constructive feedback covering all phases of the design cycle.

## PROJECTS

**SimpleDrive** | *C#, .NET, AWS, Windows Forms, Git*                        Mar. 2024
- Developed a Windows Forms app that integrates with AWS services. Users are able to create their own account and securely upload, download, and share files in the cloud.
- Applied AWS knowledge to configure essential components like IAM users, S3 buckets, and Cognito user pools.
- Followed the MVC architectural pattern, and created user-friendly interfaces with the Windows Forms designer.

**Lost in the Static** | *C#, C++, Arduino, .NET, Unity, Git*          Jan. 2024 – Feb. 2024
- Led design and development of a narrative puzzle game that uses a custom physical radio controller.
- Followed circuit diagrams and wired many sensors to the arduino: potentiometers, buttons, LCD screen.
- Created a radio controller and implemented bidirectional serial communication between Unity and an Arduino.
- Worked alongside a diverse team of 6 from various backgrounds: software engineers, artists, narrative writers.

**Dentist Office Relational Database** | *SQLite, Relational Database Design*        May 2022 – July 2022
- Created a database for a fictional dentist office for a school project on a team of four.
- Followed the complete design process: created an (E)ERD, relational schema, and SQL database.

**ClashCraft Plugin** | *Java, Spigot API, Maven, Git, XML, JSON*        June 2022 – July 2023
- Developed a large Minecraft plugin (6500+ lines) in Java for a multiplayer server during free time.
- Created a system for managing persistent data efficiently using Google's GSON API.
- Applied knowledge of graph theory algorithms for pathfinding systems.
- Used Maven to automate build processes and install libraries.

**Networking File Transfer Programs** | *Python, Unix, File I/O, Troll*        May 2023 – Aug. 2023
- Created 4 file transfer programs in Python that transmit packets over the internet using UDP or TCP.
- Each program reads a file, separates the data, and transmits packets between a client and server.
- Implemented an alternating-bit protocol, and used troll to forcibly drop packets and test the functionality.

## TECHNICAL SKILLS

**Languages**: Java, C#, Python, C, C++, SQL, HTML/CSS, x86 Assembly, Scheme48 (Functional), JSON, XML
**Frameworks/Libraries**: .NET, AWS, JUnit, Unity, Windows Forms, Google API, SpigotAPI, Monogame
**Developer Tools**: GitHub, Azure DevOps, Linux/Unix, Maven, Visual Studio, VSCode, IntelliJ, Eclipse, Unity
**Expertise with object-oriented design**: Knowledge of common design patterns, SOLID principles
**Knowledge of Microsoft Software Suite**: Word, Excel, Powerpoint, Teams, Outlook, OneDrive, Visio, etc.