Aaron Sky

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Experience

Junior Associate Mobile Solutions, SapientNitro; – June 2016 to Present

Delivered complete consumer-facing and Enterprise-grade application experiences and worked as part of a team to provide research, testing, application design and development services to clients.

Web Developer - Contract, Fangamer; – January 2016 to May 2016

Delivered a Slack-based time-tracking solution for distributed teams that supports periodic reminders and automatic payroll generation.

Mobile Testing Intern, Xamarin; Boston, MA – January 2015 to August 2015

Responsible for automating product sample testing, filing and verifying bugs in the Xamarin platform, managing and enhancing internal QA infrastructure using Chef, overseeing automated test runs and porting newly released Android and iOS samples to Xamarin.

Projects

Ibizan (January 2016 - May 2016)

Ibizan is a chat bot built on the Hubot framework, originally contracted by Fangamer. Ibizan is designed to provide an intuitive and interactive interface to managing a timesheet. Developed under contract. (Developed on behalf of Fangamer)

learnVCS (August 2015 - December 2015)

A student-driven effort to improve version control education in the Interactive Games & Media curricula, overseen by the department chair. Produced a web reference to prime newcomers on version control fundamentals with a curated collection of helpful links and an interactive Git graph using React and live data from GitHub. (Independent Study - Team of 3)

Topeka (July 2015)

A fun quiz game for Android used to showcase Material Design. Ported from original Google sample in Java to add to the Xamarin sample repository. One of the largest ported samples in the Xamarin sample repository and the only full in-depth application. (Ported on behalf of Xamarin)

Skills

Programming Languages (selected by relevance and order of current confidence)

C# *4yrs* — **JavaScript** *3yrs* — **ObjC/Swift** *3yrs* — **Java** *6yrs* — **C++** *2yrs* — **Python** *4yrs* — **Ruby** *1yr*

Education

Rochester Institute of Technology, Rochester, NY
BS Game Design & Development, Class of 2016