Aaron Sky

+1.703.969.3517 • aaronsky@skyaaron.com • skyaaron.com/ • github.com/aaronsky/

Experience

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, performing automated test runs and working with the Mobile Dev team to port new Android and iOS samples from Google I/O and WWDC.

Teaching Assistant, RIT; Rochester, NY – August 2015 to Present

Responsible for providing assistance to students and my professor in effectively teaching the courses. Worked with the introductory iOS and Android app development courses. Worked with students during lab time following lecture, provided anecdotal perspective from personal app development during instruction time, and graded project submissions.

Summer Instructor, iD Tech Camps; Washington, D.C. – May 2013 to August 2014

Responsible for instructing Java and C++ programming to groups of 13-17 year olds with varying levels of programming background. My weeklong course covered basic structures of the language such as variables, code structure and flow control with all students. I also taught my advanced students basic GUIs, object-oriented programming, and the importance of keeping in mind project scope.

Projects

Topeka (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 samples ported while part of the Xamarin sample porting pipeline and the only full in-depth application. (Professional Project)

Badge Guide (2015)

A handy reference of the badges users can earn on Starmen.net Forums, a fan community for the MOTHER series of video games. Written as a replacement for the old and outdated static HTML version of the guide in order to learn React, Node and to practice build task automation. (Community Project)

Packed (2013-14)

A package tracking application for Windows Phone 8 and Windows 8 developed using C#/XAML. Made extensive use of USPS, UPS and FedEx APIs and Windows Presentation Foundation. Independently created. (Personal Project)

Skills

Programming Languages (in order of proficiency)

C# (4yrs), Java (5yrs), JavaScript (2yrs), Objective-C (3yrs), C++ (1yr), Ruby (1yr), Python (3yrs)

Education

Rochester Institute of Technology, Rochester, NY

BS Game Design & Development, Anticipated May 2016