

# Aaron Spalding

Designer / Programmer / Student

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**education:**

**University of California, Santa Cruz**  
*B.A. Art and Design: Games and Playable Media*  
Object Oriented Programming, Data Structures, Computer Architecture, Calculus, Aesthetic Designs, Game Design, 3D Modeling, Character Design, German

Graduation: June 2026

**experience:**

**Web Developer & Business Officer**  
*Rocket Team at UCSC - Santa Cruz, CA*

- Raised over \$40,000 in new funding through fundraising campaigns
- Reached out to vendors and suppliers to establish relationships, coordinate needs, and secure sponsorship opportunities
- Rebranded the team and developed a new branding guidelines. Designed banners, shirts, marketing material, templates, and rockets using the new branding system
- Led a team of students to redesign the team's website using React

December 2023 - Present

**Student Employee**  
*Slugworks - Santa Cruz, CA*

- Designed physical signs, posters, and infographics using Adobe Illustrator, Laser Cutters, and Printer Cutters
- Designed online graphics and graphs for a student-facing Canvas course
- Led student demonstrations and certification assessments for Omtech Laser Cutters and Bambu 3D Printers
- Assisted students with project construction, tool use, and safety

September 2023 - Present

**UI/UX Designer & Software Engineer Intern**  
*DataMonkey - Berlin, DE*

- Designed and created a full Figma prototype for an upcoming AI analytics application. This prototype was developed into a full application and launched in 2024
- Revamped the application's marketing analytics collection process, optimized the existing analytics collection process to use best practices, and created new methods and events to track with Google Analytics
- Researched and created a backend systems architecture using Google Cloud services

June 2023 - September 2023

**coursework:**

**CMPM 115: Lead By Design**  
*UC Santa Cruz - Santa Cruz, CA*

- Designed a 3-unit, ten week course to teach students Adobe Illustrator, Cricut Maker 3, Laser Cutting, and Printer Cutters. I will be teaching this course in Spring 2025
- Developed course modules implementing formative assessment & teaching pedagogy to improve student experiential learning
- Facilitated in-class activities teaching students how to design stickers, small furniture items, hinge mechanisms, t-shirts, and more.

September 2024 - Present

<b>skills:</b>	UI/UX Design	Prototyping	Python	Figma
	Web Development	Marketing	HTML/CSS	Adobe Illustrator
	Graphic Design	Game Design	React	Adobe InDesign
	Branding	Agile/Scrum	C/C++	Autodesk Maya