

Aaron Krieg

<https://github.com/aarontkrieg>

Education

Bachelor's Degree in Computer Science – Software Engineering Arizona State University, Tempe, AZ	August 2015- May 2020
Associates in General Studies South Mountain Community College, Phoenix, AZ	January 2012 – December 2019
Associates in Arts South Mountain Community College, Phoenix, AZ	January 2012 – May 2015

Experience

Lead front end and back-end developer <i>Social Media Article Visualizer</i>	August 2019 – May 2020
<ul style="list-style-type: none">Created a front-end website interface written in node.js with real-time response to user inputsCreated a back-end server component to interface with a database and restrict data flow from userImplemented a database through Oracle that stores the information of over 600,000 articlesCreated a pull-out search tab that allows users to search/filter articles based off of several criteriaIntegrated a graph system that maps out articles and links them based off of their references to each other	
Lead front end and back-end developer <i>lprepd IP validator</i>	February 2019 – May 2020
<ul style="list-style-type: none">Created a front-end website component through express.js that allows users to validate an IP addressImplemented various APIs to validate IP addresses and remove them from our client serverSuccessfully integrated Google's ReCAPTCHA service to reject requests sent from malicious IP addressesImplemented error handling and dynamic error pages that displays information regarding relevant errors	

Projects

Historical Stock Price Graph	
<ul style="list-style-type: none">Created a web-based interface through python that allows users to search for multiple historic stock pricesSuccessfully implemented Alpha Vantage's API services to obtain relevant stock pricesIntegrated a graphing system to map multiple stock prices simultaneously	
2020 Global Game Jam DeCorruption	https://globalgamejam.org/2020/games/de-corruption-1
<ul style="list-style-type: none">Created a turn-based grid-based game through UnityImplemented a procedurally generated grid-based map that changes upon every run of the game.	

Programing Knowledge

Languages and Frameworks
<ul style="list-style-type: none">HTML/CSS/JavaScript - experienced in creating web applications and implementing GET and POST methodsPython – able to create web applications, implement APIs, and integrate databases with the use of PythonJava – Familiar with basic programming concepts and commonly used librariesC/C++ - Familiar in basic concepts as well as multithreading and memory allocationC# - Experienced in creating and implementing APIs and creating windows forms
Development Tools
<ul style="list-style-type: none">Git – Proficient in pushing and pulling data as well as documenting and creating pull requests in GitHubSQL – experienced in implementing backend databases through multiple frameworks
Development
<ul style="list-style-type: none">Programming methodologies – Familiar with agile and waterfall programming methodologiesDocumentation – experienced in writing scrum reports, debugging reports, and various code-based diagrams

Certifications

General Education Certificate (South Mountain Community College)	December 2019
Coursera Python for Everybody Specialization	December 2019
CompTIA A+ Certification in Hardware Maintenance	November 2014