

## Aaron Krieg

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<https://github.com/aarontkrieg>

<https://aarontkrieg.github.io/portfolio-website/>

### Education

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#### Bachelor's Degree in Computer Science – Software Engineering

August 2015- May 2020

Arizona State University, Tempe, AZ

#### Associates in General Studies

January 2012 – December 2019

South Mountain Community College, Phoenix, AZ

#### Associates in Arts

January 2012 – May 2015

South Mountain Community College, Phoenix, AZ

### Experience

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#### Lead front end and back-end developer

August 2019 – May 2020

*Social Media Article Visualizer*

- Created a front-end website interface written in node.js with real-time response to user inputs
- Created a back-end server component to interface with a database and restrict data flow from user
- Implemented a database through Oracle that stores the information of over 600,000 articles
- Created a pull-out search tab that allows users to search/filter articles based off of several criteria
- Integrated a graph system that maps out articles and links them based off of their references to each other

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#### Lead front end and back-end developer

February 2019 – May 2020

*Ipred IP validator*

- Created a front-end website component through express.js that allows users to validate an IP address
- Implemented various APIs to validate IP addresses and remove them from our client server
- Successfully integrated Google's ReCAPTCHA service to reject requests sent from malicious IP addresses
- Implemented error handling and dynamic error pages that displays information regarding relevant errors

### Projects

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#### Historical Stock Price Graph

- Created a web-based interface through python that allows users to search for multiple historic stock prices
- Successfully implemented Alpha Vantage's API services to obtain relevant stock prices
- Integrated a graphing system to map multiple stock prices simultaneously

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#### 2020 Global Game Jam

<https://globalgamejam.org/2020/games/de-corruption-1>

*DeCorruption*

- Created a turn-based grid-based game through Unity where the user controls a drone and purifies tiles on the grid
- Implemented a procedurally generated grid-based map that changes upon every run of the game.

### Programming Knowledge

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#### Languages and Frameworks

- HTML/CSS/JavaScript - experienced in creating web applications and implementing GET and POST methods
- Python – able to create web applications, implement APIs, and integrate databases with the use of Python
- Java – Familiar with basic programming concepts and commonly used libraries
- C/C++ - Familiar in basic concepts as well as multithreading and memory allocation
- C# - Experienced in creating and implementing APIs and creating windows forms

#### Development Tools

- Git – Proficient in pushing and pulling data as well as documenting and creating pull requests in GitHub
- SQL – experienced in implementing backend databases through multiple frameworks

#### Development

- Programming methodologies – Familiar with agile and waterfall programming methodologies
- Documentation – experienced in writing scrum reports, debugging reports, and various code-based diagrams

### Certifications

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#### CompTIA A+ Certification in Hardware Maintenance

November 2014

#### Coursera Python for Everybody Specialization

December 2019

#### General Education Certificate

December 2019

