

Aaron Krieg

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<https://github.com/aarontkrieg>

Education

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| 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

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| Lead Full Stack 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 Full Stack Developer <i>Ipnpd 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

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| 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. | |

Programming Knowledge

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| Languages and Frameworks |
| <ul style="list-style-type: none">HTML/CSS - Experienced in creating web applications, error handling, and routing via GET/POST methodsJavaScript - experienced in Node.js Express.js, and ReactPython – 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

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