Aaron Wohleb

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EDUCATION

Univer	sity of Nebraska-Lincoln
Major:	Computer Engineering Minors: Business and Mathematics GPA: 4.00
	S. Raikes School of Computer Science and Management: Selective honors program combining key aspects of leadership, or science, and innovation with a focus on design thinking and real world experience (40± students admitted per year.)
Relevar	t Coursework: Software Engineering III & IV Computer Organization Embedded Systems Circuits I Machine Learning
Lincol	1 Southwest High School
Weight	ed GPA: 4.407 ACT: 34
	ements: National Honors Society President HonorRoll with Highest Distinction - 8 Semesters Academic Letter Academic st chair Jazz I AP Scholar with Distinction
EMPI	OYMENT
•	Collaborated on the design and development of a new company website, contributing to both functionality and visual appeal Built and optimized website navigation and site structure using HTML, improving usability and overall user experience Cleaned, organized, and standardized large datasets to improve accuracy and efficiency of internal operations (Customer Service)
————	C#) Mobile Game Development
• SKILI	Wrote and debugged 800+ lines of C# code to create responsive controls and innovative game mechanics Designed and created 352+ individual sprites using Aseprite and Piskel to create smooth animations Learned how to fight feature creep and how to implement user feedback
Langua	ges: C# (Proficient), Java (Proficient), SQL (Intermediate), HTML (Intermediate)

Clifton-Strengths: Belief, Learner, Achiever, Individualization, Analytical **INVOLVEMENTS**

Nebraska Human Resources Institute: One-on-one leadership development program for exceptional local students; build strong mentoring relationships through weekly sessions focused on trust, communication, and positive influence

KRA (Kauffman Residents' Association): Organize building wide events and the distribution of money for student goods

Girls Code Lincoln: Support and facilitate clubs for K-12 girls learning HTML, web development, and Python

UNL Game Development Club: Create games individually or communally on small and big projects, focusing on development, design, and coding