

Aaron Brunette

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Education

California State University San Marcos, San Marcos, CA

GPA: 3.2

Bachelor of Science in Computer Science, December 2018

Selected Coursework: Data structures | Theory of Computing | Operating Systems
Programming Languages | Networking | Machine Learning | Discrete Mathematics
Linear Algebra | Digital Electronics

Skills

Programming/Scripting Languages: C/C++ (Advanced) | HTML (Familiar) | CSS (Familiar)
MIPS assembler (Familiar) | Java (Basic) | Python (Basic)

Operating Systems/Tools: Windows | Unix | Linux | Git | Vim | Visual Studio

General: Data structure and algorithm analysis | Language/Hardware flexibility
Design, implementation, testing | Documentation | Initiative to learn new skills

Relevant Experience

Romanji (Japanese) to English Translator

- Created a design document detailing the general structure of the program
- Worked in a team of two to implement the project
- Wrote translator in C++ and implemented a DFA for the scanner and CNF BNF grammar rules for the parser

Virtual Memory Manager Final Project

- Created a design plan for a virtual memory manager
- Worked in a team of two to implement the project
- Wrote manager in C++ and used a TLB table and paging, FIFO

Fibonacci Search Algorithm

- Researched alternative sorting algorithms
- Created a C++ version of the Fibonacci search

Personal Website - www.aaronbrunette.com

- Developed a personal website to improve creativity and design skills
- Created a general design plan that would allow for scalability as necessary

STEM Center Community Service Learning Outreach Program

Volunteer (Fall 2016)

- Assisted and mentored students in critical thinking projects
- Improved my interpersonal and explanation skills in problem solving concepts

Women's Hackathon 2016

Volunteer (April 2016)

- Assisted participants with technical issues involved with Android API and web development

Super STEM Saturday

Member (2016/03/16)

- Worked with kids to develop an android application using MIT app inventor

Association for Computing Machinery

Member (2016 - Present)

- Met with other computer science students to discuss computing topics
- Networked with industry members to discuss various fields of computer science and engineering

Henry High School Engineering Academy

Class Representative (2011 - 2014)

- Participated in a strict course schedule designed to teach the fundamentals of engineering
- Mentored by a project manager from Northrop Grumman
- Informed students in my grade about upcoming events in the academy

ACE Mentor Program

Group Leader (2011 - 2013)

- Worked with industry professionals to design a building renovation plan
- Guided my group as leader to develop safe and effective environmental designs
- Developed plans in AutoCAD

Experience

YMCA Leader in Training

Junior leader (Summer 2011-2013)

- Supervised activities of up to 15 children between the ages of 6 and 12
- Allowed me to experience responsibility and leadership demands, and develop my self-awareness and professionalism