Aaron Castillo

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TECHNOLOGIES

CSS3, HTML5, React.js, JavaScript, Node, Express, SQL, Python3, Swift, Git, Figma, Adobe XD

SOFTWARE PROJECTS

Masorchi |https://apps.apple.com/us/app/masorchi/id6608964082   June 2024 - August 2024 (10 weeks)
A mobile game published on the IOS App Store
- Acquired proficiency in Swift and the SpriteKit framework to develop an iPhone game, utilizing advanced game mechanics and interactive design principles.
- Ensured compliance with App Store guidelines to facilitate the timely publication of the game, maintaining strict adherence to development standards and release protocols.
- Utiliezed: Swift, SpriteKit, and Github

Eaze | https://github.com/Wheeze-Watchers/wheeze-watchers-civic-tech/tree/main   May 2024 (4 weeks)
A web app that provides a forum for users in NYC suffering from asthma, parents of asthmatic children, and asthma healthcare professionals to interact with one another and help manage the effects of asthma better.
- Architected RESTful endpoints for Eaze, facilitating dynamic content delivery and enabling seamless interaction between React components and server-side resources, optimizing full-stack operations.
- Overcame challenges in dynamically updating the UI based on user sign-in status, enhancing user authentication practices, and improving the user experience on the discussion page.
- Served as Scrum Master and Full Stack Developer, leading development teams and ensuring efficient project management and delivery within agile frameworks.
- Utilized: PERN stack, Bulma, Github

Wander Wheels | https://github.com/cris-and-aaron/wander-wheels   March 2024 (5 days)
A web app that allows a user to set a destination and a starting point and receive a route with a time estimate of their journey.
- Developed a React application for navigating through geographical locations using MapQuest API, providing users with an intuitive and interactive map-based interface.
- Established and maintained a Scrum board to track project progress, ensuring team alignment and timely delivery of milestones.
- Utilized: HTML, CSS, JavaScript, MapQuest API, React, Github

TECHNICAL EXPERIENCE

Software Engineering Fellowship - The Marcy Lab School   Brooklyn, NY | September 2023 - August 2024
- Completed 2,000 hours of coursework in web development, CS fundamentals, and leadership development
- Developed proficiency in HTML/CSS, JavaScript, Python, NodeJS, ReactJS, SQL, and AWS

Eraverse   Remote | July 2022
- Utilized high-fidelity mockups, prototypes, and wireframes to brainstorm test, and formalize potential technical solutions.
- Presented prototypes to users and focus groups and collected feedback to inform project updates
- Create a slideshow presentation with a group and present key findings and solutions to the client - who accepted them and implemented the solutions into the final product

UX Design Bootcamp - General Assembly   Remote | March 2022 - June 2022
- Certificate of Completion, User Experience Design Immersive (UXDI)
- 12-week, full-time, 500+ hours, project-based training program taught by industry leaders

EDUCATION

New York City College of Technology, Mechanical Engineering   Brooklyn, NY | May 2018