

Aaron Gee

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aaron-gees-digital-portfolio.onrender.com

Skills

Computer Languages: Python, C++, Java, C, Assembly, JavaScript, TypeScript, HTML, CSS, Verilog
Tools/Frameworks/ Eclipse, VIM, PyCharm, IntelliJ, Visual Studio, Notepad++, Vivado, GitHub,
Libraries: React, OpenCV, Vite, TailwindCSS, SheetJS
Microprocessor Board: TM4C123 Tiva Launchpad, Raspberry Pi
Soft Skills: Communication, Teamwork, Creativity, Curiosity, Patience

Project Experience

Fire Detection Drone

Oct 2023 - Mar 2024

- Prototyped low-cost semi-autonomous aerial drone with fire detection capabilities
- Developed the drone's fire detecting program using **Python** and **OpenCV**
- Combined **traditional image processing techniques** and **thermal imagery** to accurately identify the presence of fires with low latency and reduced power consumption
- **Communicated software-oriented ideas** and **delegated equal project responsibilities** with teammates for efficient prototype development

Ride Organizing Application *(ridesprojectfrontend.onrender.com)*

Apr - Aug 2024

- Created a web-based ride organizing application
- Frontend used **HTML**, **CSS**, **Javascript**, & **React**
- Backend used **NodeJS**, with **Auth0** for user authentication, and **MongoDB** to save events, rides, drivers, and passengers

Raspberry Pi HVAC Simulator

Jan - Mar 2024

- Designed a "HVAC simulator" using a **Raspberry Pi 5** and various **external sensors**
- Collected **temperature**, **humidity**, and **motion** data about the immediate environment
- Processed sensor inputs to display relevant information on **LEDs** and an **LCD**

Group Organizing Application *(groupu-org.vercel.app)*

Mar - Jun 2025

- Created a configurable group organizing application using **TypeScript**-based **NextJS**
- Use forms to create assignable items, then organize them into groups manually or automatically (based on configured attributes)
- Load/save assignable data between spreadsheet-style files & **Google Sheets** using **SheetJS**
- **Responsive layout styling** for mobile and desktop users

Education

Computer Science and Engineering, B.S. (Oct 2020 ~ June 2024) | *University of California, Irvine*

Relevant Courses

Programming	Embedded Software, Data Structures, Algorithm Analysis & Design, Systems Engineering, Internet Applications Engineering, Computer Networks, Principles of Operating Systems
Math	Multivariable Calculus, Linear Algebra, Differential Equations, Boolean Logic, Discrete Mathematics
Computer Engineering	Digital Systems & Logic, Organization of Digital Computers, Network Analysis
Others	Professional Communication