AIDAN BROWN
FRONTEND DEVELOPER

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EDUCATION

Rochester Institute of Technology Aug. 2018 to Current
Bachelor of Science Game Design and Development 2022
GPA: 3.77

SUMMARY

Seeking a full-time Frontend Developer position for January 2023

SKILLS

LANGUAGES: JavaScript, HTML, CSS, C#, Python, Java
LIBRARIES: ReactJS, Sass, NodeJS, CSS Bootstrap, Material UI, Django, Pandas
TOOLS: Git, Github, GitLab, Visual Studio Code, Visual Studio, Unity3D, Monogame, JIRA, Confluence

EMPLOYMENT

LOCKHEED MARTIN
Software Developer
Brick, NJ
July 2020 to Dec. 2020, June 2021 to Current
- Hired to work on a team of full-time software developers to create and develop products for both customers and internal Lockheed Martin employees.
- Worked on an internal web application for data collection, analytics and presentation to assist other teams within Lockheed Martin.
- Led the migration of our app's infrastructure from Django HTML templates to React JSX components.
- Utilized both backend languages/frameworks, such as Django, Pandas and Python, as well as frontend languages/frameworks such as JavaScript, ReactJS, Chart.js and HTML.
- During this time I also became familiar with the Atlassian Suite (JIRA, Confluence, etc.), GitLab and other DevSecOps tools.

MONMOUTH UNIVERSITY
Research Assistant/Game Developer
Long Branch, NJ
June 2017 to Aug. 2017
- Selected to work with a team of talented people on a summer research project funded by the Urban Coastal Institute.
- Tasked with using C# and the Unity3D game engine to create an education video game to teach people about the events that surrounded Super Storm Sandy.

PROJECTS

AIDANBROWN.ME
JavaScript, ReactJS, HTML5, CSS, Sass
July 2022 to Current
- A personal portfolio web application meant to display projects, experiences and other fun things.
- The application is written in HTML, CSS and JavaScript, as well as utilizes both ReactJS and Sass to create a smooth user experience.

MINECRAFT CHARITY STREAM WEB APP
JavaScript, ReactJS, HTML5, CSS
Dec. 2019 to Current
- An application that can be used by streamers to host charity events and allows viewers to directly impact the game by donations.
- Used for RIT's Computer Science House hosted Minecraft charity stream in which 20+ competed in various minigames.
- Using JustGiving's donation service for secure transactions while donating.
- Implemented a dynamic player list that keeps track and displays the players that are in the stream.

PROJECT LOREMASTER
JavaScript, ReactJS, HTML5, CSS
Aug. 2019 to Current
- An all encompassing Dungeons and Dragons web app that allows users to create, manage, and use custom characters and campaigns for Dungeons and Dragons 5th Edition
- Implemented a map creation tool that allows game masters to design interactive battle maps

POKÉDEX WEB APP
JavaScript, HTML5, CSS
Nov. 2019 to Feb. 2019
- A web app that allows users to search through a list of pokémon from the Pokémon game series using several different filters
- Written in HTML, CSS, and JavaScript and uses the PokéAPI (https://pokeapi.co/)

BREAKWATER ENGINE
C#, Monogame
Dec. 2018 to May 2019
- A light weight, open source game engine meant to give game developers all the tools they need, to allow for a smooth game development experience
- These tools include: a collision system, UI system, drawing system, AI system, and other various systems

MONOGAME LIGHTING ENGINE
C#, Monogame
Jan. 2019 to May 2019
- A lighting engine capable of drawing simple dynamic shadows of rectangles that originate from a single light source

ACTIVITIES

COMPUTER SCIENCE HOUSE · Member Aug. 2018 to Current
A special interest house at Rochester Institute of Technology where a culture of knowledge and creation is valued and nurtured. Worked with several other members on personal projects and bigger house projects for Imagine RIT.