

# Aidan Froggatt

Burlington, ON | [aidanfr@live.ca](mailto:aidanfr@live.ca) | [LinkedIn](#) | [Portfolio](#) | [GitHub](#)

## EDUCATION

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### McMaster University

Bachelor of Software Engineering (Co-op)

2025

## WORK EXPERIENCE

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### Burloak Technologies

Oakville, ON

Software Engineering Co-op

Jun 2023 – Sep 2023

- Architected a full-stack web application for data analysis, data visualization, and automated report generation using ExpressJS, ReactJS, and MySQL.
- Built custom PDF scrapers using Python, significantly increasing data collection efficiency.
- Created a machine verification dashboard using Power BI to detect material testing machine failure.

### Universole Fit

Remote

Web Developer

Mar 2023 – May 2023

- Developed a Shopify plugin using ReactJS, Shopify CLI, AWS, and Cognito for Universole Fit's first client in a fast-paced startup environment.
- Designed a Shopify theme app extension with ReactJS, Shopify CLI, AWS, and Cognito embedding Universole Fit's technology in a Shopify storefront.
- Wrote documentation for all software.

### Code Ninjas

Burlington, ON

Lead Instructor

Jun 2022 – Sep 2022

- Taught over 400 children science, technology, engineering, and math (STEM) topics including Scratch, Spike Prime (Python), MCreator, and engineering principles.
- Established new content and modified existing content for 8 STEM classes.
- Guided team members to optimize learning for students.

## PROJECTS

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### CodeWarriors

Mar 2023

- Won 1st Place Best Overall Hack at DeltaHacks IX out of over 400 competitors.
- Drafted a web application using ReactJS and Tailwind CSS that gamifies teaching programming skills.

### SnapCycle

Mar 2023 - Present

- Won Best Environmental Hack at MacHacks3.
- Developed a web application using ReactJS, Python, and PyTorch that scans items identifying their recyclability.

### Portfolio

Mar 2023 - Present

- Designed a web application using ReactJS and Tailwind CSS that provides an overview of work experience, projects, and skills.

### Island Mesh Generator

Feb 2023 – Apr 2023

- Developed a generator using Java and Maven that creates a custom user-defined mesh data structure.
- Built a visualizer using Java and Maven that allows the data structure to be visualized in SVG format.
- Created an extension using Java and Maven that enables a user to generate board-game-style island meshes.

## ADDITIONAL

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**Technical Skills:** JavaScript, Python, Java, C, MySQL, ReactJS, NodeJS, ExpressJS, Tailwind CSS, CSS, HTML, Git, Jira, Maven, Linux, Bash.

**Awards:** DeltaHacks IX: Best Overall Hack, MacHacks3: Best Environmental Hack, University of Waterloo Certificate of Distinction: Cayley Math Contest, Pascal Math Contest.