

Aidan Froggatt

📍 Burlington, Ontario, Canada ✉ aidanfr@live.ca 🌐 <https://www.linkedin.com/in/aidanfroggatt/> 📄 <https://aidanfroggatt.github.io/portfolio/>

SUMMARY

Software Engineering student with one year of professional work experience and a proven ability to design, develop, and maintain software applications. Eager to expand technical knowledge, improve skills, and contribute to innovative projects.

EXPERIENCE

Software Engineering Co-op Burloak Technologies

June 2023 – September 2023, Oakville, ON

- Developed a full-stack web app for data analysis, data visualization, and automated report generation using ExpressJS, ReactJS, and MySQL.
- Built custom PDF scrapers using Python increasing data collection efficiency by 200%.
- Created a machine verification dashboard using Power BI to detect machine failure.

Web Developer Universole Fit

March 2023 – May 2023, Remote

- Developed Shopify plugin using ReactJS, Shopify CLI, AWS, and Cognito for first clients in a fast-paced startup environment.
- Built Shopify theme app extension with ReactJS, Shopify CLI, AWS, and Cognito allowing customers to embed Universole Fit's technology in a Shopify storefront.

Lead Instructor Code Ninjas

June 2022 – September 2022, Burlington, ON

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

PROJECTS

SnapCycle

MacHacks3 • March 2023 – Present

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

Portfolio

March 2023 – Present

- Developed a portfolio web app using ReactJS and Tailwind CSS that provides an overview of my work experience, projects, and skills.

Island Mesh Generator

McMaster University • February 2023 – April 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.

CodeWarriors

DeltaHacks IX • March 2023 – March 2023

- Won 1st Best Overall Hack at DeltaHacks IX.
- Developed a web app using ReactJS and Tailwind CSS that gamifies teaching programming skills.

EDUCATION

Bachelor of Software Engineering

McMaster University • Hamilton, ON • 2025

SKILLS

ReactJS, JavaScript, Tailwind CSS, CSS, HTML, NodeJS, ExpressJS, Git, Maven, Java, Jira, C, MySQL, Linux, Bash