Aaron Kratz

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Education

Arizona State University Tempe, AZ
BS Software Engineering Jan 2017 - Dec 2019

Work Experience

Self Employed Phoenix, AZ
July 2017 | Present

- Business management
- Day-to-day operation

Challenger Space Center Peoria, AZ
Programmer/Instructor May 2017 | January 2018

- Help develop Mars Rover Project for use in educational programs to teach children about Mars and how NASA uses their rover to explore the planet
- Teach classes about different topics of Chemistry, Astronomy, or Physics to children and young adults
- Help develop educational programs to teach Python to children

Tenkoris Phoenix, AZ
Capsule Production Tech June 2015 | September 2016

- Operate and provide maintenance to encapsulation machinery and related equipment
- Complete capsule formulation logs and data records for research
- Create SOP and MMR documentation to improve department best practices
- Develop supplement formulations and test their potential for mass production

Brookdale Senior Living Peoria, AZ
Security October 2010 | June 2015

- Maintain logs and input security data
- Provide interdepartmental information and event reports
- Provide medical, security, and hospitality services to residents and patients
- Gave computer training and tech troubleshooting for residents when possible

Skills

Languages:	Java, C/C++, UML, Python, HTML/CSS
Tools:	Eclipse IDE, JSON, Git, Ant
Practices:	Agile/Scrum

Projects

Memoranda GitGet *Java, Git, Taiga*   https://github.com/ser316asu-2018/braunfels
School project using Scrum methodology to update the open-source project "Memoranda" to include statistic and project tracking through the GitHub API. Developed release-ready updates on a bimonthly basis.

Axelrod *Python*   https://github.com/Axelrod-Python/Axelrod
An open-source Python library devoted to aiding in the research of the "Prisoner's Dillema". Simulates a multitude of different approaches a participant could have to test and gather data based on result.

Mars Rover Simulation *Python*
A project to design, build, and program a robot that could be controlled over the internet from school classrooms as a learning activity.