Aidan Phillips

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Education

Princeton University **Sep. 2021 – May 2025**

Computer Science B.S.E. (Certificates: Finance, Optimization and Quantitative Decision Science) *Princeton, NJ*

- **Coursework:** Multivariable Calculus, Intro to Microeconomics, Computer Science: An Interdisciplinary Approach, Introduction to Architectural Thinking, General Physics I

University of Wisconsin-Milwaukee **Aug. 2020 – May 2021**

- **GPA:** 4.00/4.00 | **Coursework:** Multivariable Calculus, Linear Algebra and Differential Equations

Dominican High School **Aug. 2017 – May 2021**

- **GPA:** 4.15/4.00 | **Activities:** Track and Cross Country (Captain), National Honor Society, Foreign Film Club

Technical Skills

Languages - Proficient: Java, HTML/CSS | **Novice:** JavaScript, Go, BASH, Python
Technologies/Frameworks - Proficient: Linux, LaTeX, GitHub | **Novice:** Docker, Spring, Bootstrap, Figma

Projects

Machine Learning Classifier | *Java* **October 2021**

- Classifies grey-scale images using perceptrons that simulate biological neurons.
- Takes in training and testing data as command line arguments and returns incorrectly classified images along with error rate.

Personal Website | *HTML5, CSS3 with Bootstrap, JavaScript with JQuery* **September 2021**

- Implemented Bootstrap's grid framework with CSS scroll locking in order to design a responsive website for both desktop and mobile and created a custom scrollbar using CSS for a more consistent theme.
- Wrote JQuery methods to add animations that enhance the user experience.

Statistics Simulator | *Python* **November 2020**

- Wrote a pair of programs to simulate simple statistical scenarios and output useful data which was used to demonstrate concepts in AP Statistics with inputs that would otherwise be impractical for in-class examples.

High School Running Simulator | *HTML, CSS, JavaScript* **April 2020**

- Designed a simple web game in which the player must balance schoolwork, athletics, and social life.
- Wrote maintainable code in order to allow for easy re-balancing of game mechanics and addition of new cards and options.
- Designed all pixel art and animations for the project.

Arithmetic Logic Unit | *Hardware* **June 2020**

- Designed and simulated an ALU using logic gates with addition, subtraction, logic, and bitshifting capabilities in LogiSim.
- Implemented I/O, a custom instruction set, and memory storage to improve usability.

Tic-Tac-Toe AI | *Java* **June 2019**

- Created a playable game of Tic-tac-toe run from the command line with easy (random) or impossible difficulty.

Experience

Princeton University Entrepreneurship Club **September 2021 – Present**

Web Developer *Princeton, NJ*

- Design and build full-stack web applications in Java and JavaScript using technologies such as Maven, Spring Boot, Node.js and React for club sub-teams.

Mathnasium **May 2021 – Present**

Instructor *Whitefish Bay, WI*

- Communicated mathematical concepts in a fast-paced working environment that involved managing up to four students at a time, each learning a different concept.
- Collaborated with and supported other instructors in order to provide students with an interactive learning environment.

Milwaukee Code Club **Oct. 2018 – Apr. 2019**

Assistant Teacher *Whitefish Bay, WI*

- Guided approximately 50 2nd - 4th graders through the introductory stages of programming through one-on-one instruction.

Leadership / Extracurricular

Princeton Running Club, Princeton Data Science Club, Google Student Developer Clubs **Fall 2021 – Present**
Eagle Scout: Assistant Senior Patrol Leader **Summer 2013 – Present**