Aidan Roig

Software Engineer

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Work Experience

Software Developer Intern

05/2023 to 07/2023

Zoot Enterprises – Bozeman, MT

- Assisted in development of company projects and bugfixes with the Core Software Integration (CSI) team.
- Ensured security of consumer data through the development of file encryption and decryption Python software.
- Created configuration files of type YAML to improve script configurability.
- Automated the creation of excel document reports to store and summarize thousands of input client data.
- Practiced version control using Bitbucket and Git.
- Deployed updated scripts to Linux hosts using Jenkins and Ansible.

Projects

Personal Website

 Website created that goes into my experience and projects in more detail. Programmed using HTML, CSS, and JavaScript.

Tic-Tac-Toe

 Game created to be played against an AI with easy and hard modes and a **Tkinter** GUI for the user to interact with. Programmed with **Python**.

Vehicle Position Simulator

 Output the changing position and state of a moving vehicle given a file with several sets of direction and velocity inputs programmed using C++.

Solar Tracker

Collaborated with a team to build a solar tracker. I focused
on programing the **Arduino** to read resistance changes from
photoresistors and rotate the motor accordingly.

Text-based UNO

 Fully working UNO game which allowed for multiple users programmed using C.

Education

Bachelor of Science: Software Engineering **University of Arizona** – Tucson, AZ

Expected in 05/2025

- 3.94 GPA
- Dean's List [Fall 2021 Spring 2023]
- Wildcat Distinction Scholarship Recipient

Important Links

ePortfolio:

aroig1.github.io/Personal-Website/
GitHub:

github.com/aroig1

Skills

Programming Languages

- C
- C++
- Python
- HTML
- CSS
- JavaScript

Tools

- Visual Studio Code
- Linux
- Conda
- Jenkins
- Ansible
- Git
- Bitbucket
- SolidWorks
- Microsoft Excel

Concepts

- Object-Oriented Programming (OOP)
- Unified Modeling Language (UML)
- Agile

Relevant Coursework

- Calculus I and II
- Discrete Mathematics
- Intro to Ordinary
 Differential Equations
- Computer Programming Engineering Applications
- Digital Logic
- Intro to Software Engineering
- Object Oriented Modeling and Design
- Introductory Mechanics
- Intro to Electricity and Magnetism