

Aubrey Hayes

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EDUCATION

Temple University

Bachelor's Degree in Computer Science

Philadelphia, PA

2024 (Expected)

EXPERIENCE

IT Support Student Worker

Temple University

July 2021 – Present

Philadelphia, PA

- Consulted with staff in various departments to troubleshoot IT issues and solved problems as they arise
- Coordinated with team members and supervisors in IT departments and off-campus organizations to ensure that project results are delivered within deadlines
- Maintained upkeep of computers, classroom equipment, and printers at different sites on and off campus
- Followed up with clients to ensure customer satisfaction following problem resolution

Americorps Member

City Year Philadelphia

July 2020 – June 2021

Philadelphia, PA

- Dedicated one year of full-time service as a tutor and mentor to a group of 14 students at an under-resourced middle school
- Led math and literacy initiatives school-wide as the academic coordinator
- Contributed to an average mathematics score increase of 2.1 grade levels among my students in one academic year
- Taught students the basics of programming logic through MIT's Scratch

PROJECTS

Unbeatable Tic Tac Toe | *Python, Pygame*

- Developed a Python application that provides users with an AI opponent that plays Tic Tac Toe with perfect strategy
- Used a minimax algorithm to solve for the "best worst-case" scenario for each possible move to be taken
- Opponent has never achieved a worse outcome than a tie with the player

GE Price Tracker | *Python, Flask, Bootstrap, SQLite*

- Developed a full-stack web application to allow users to track prices on the commodity exchange of the MMORPG, Old School Runescape
- Built the application using Flask with Bootstrap as the frontend framework
- Automatically generated custom webpages with real-time pricing from the Runescape API
- Built and updated a relational database with Python's SQLite3 module

Definitely Not Pong | *C#, Godot Game Engine*

- Developed a video game allowing two players to play ping pong
- Built the application using the Godot Game Engine with C# as the scripting language

TECHNICAL SKILLS

Languages: Python, Java, C, SQL, LaTeX, JavaScript, HTML/CSS

Frameworks: Bootstrap, Flask, jQuery, FastAPI

Developer Tools: Docker, Git, Unit Testing (Pytest/Junit), Jupyter, Bash

Operating Systems: Windows, Linux, Mac OS X