

Aaron Levin

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Objective

Junior undergraduate eager to delve further into artificial intelligence, OS/UI, or other fields of software. Near-term goal of developing new ways to make information more easily attainable. Long term goal of finding practical ways to abolish tedious tasks from our daily lives. My dream is to do as much good for this world as possible, and computers happen to be a great means of achieving this.

Education

University of Wisconsin – Madison

August 2014 – May 2018

Dual BS in Computer Engineering & Computer Science. Anticipated certificates in Spanish & Mathematics.
Dean's Honor List (4x) – Achieved 3.643 cumulative GPA

Involvement

National Organization for Business and Engineering (NOBE) – Technology Chair

August 2015 – Present

- One of 4 founding members responsible for revitalizing a business and engineering club. Interviewed and recruited entire executive board.
- Responsible for online calendars, website maintenance, and attendance records.

BadgerLoop (Elon Musk HyperLoop Competition)

January 2016 – April 2016

- Software team member of competing hyperloop team. Utilized Github, AngularJS, Exis, Swift.

Zeta Beta Tau Fraternity

January 2015 – January 2016

- Pledge class president.
- Responsible for 8 people to promptly attend events, learn historical traditions and general information on a regular basis for an entire semester. Held accountable for any miscommunication or missed deadlines.

Experience

Undergraduate Learning Center – Student Tutor

August 2016 – Present

- Communicate technical STEM material in a patient and encouraging manner.

General Editor of *Discovering Computer Science* textbook

June 2015 – August 2015

- Worked closely with a small team led by a UW-Madison professor Karu Sankaralingam to prepare publication of an introductory Computer Engineering textbook.
- Learned to work in a research-oriented environment.

Projects

RooMate

- iOS application under current development in Software Engineering (CS 506). I am responsible for the idea and the majority of the logistical planning. Developed by a team of 6 using Agile methodologies, Swift, and Google Firebase.

Skills & Relevant Coursework

Courses – Data Structures, Machine Organization, Intro to Artificial Intelligence, Software Engineering



Skills – **Creativity**, strong communication and leadership abilities. Fluent languages: Java, C. Proficient: Swift, HTML, CSS, PHP, MySQL, Microsoft Office, Spanish. Exceptional guitar player, mediocre piano player ☺