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Brian Aiken

Software Engineer / Project Manager

P R O J E C T S

Disclone (Single page chat application built with React/Redux, ES6 and RESTful API)   **Live** | **Source**
- Integrated websockets & webhooks to establish Live-Chat and render events in real-time
- Developed custom React components to create a responsive and interactive user experience
- Optimized for scalability using Redux to manage normalized global state
- Built custom authentication pattern using BCrypt (salt + hash) and Rails session cookie
- Utilized Webpack w/ Babel to bundle and compile the application to support any browser

FlappyBird (Addictive side scroller utilizing HTML canvas, and CreateJS)   **Live** | **Source**
- Designed for smooth user experience by implementing EaselJS to provide constant 60 frames per second gameplay and an intuitive interface.
- Developed custom collision detection algorithm for improved collision accuracy and gameplay

jDOM (JavaScript library with straightforward methods for DOM manipulation)   **Source**
- Allows for simple HTML DOM traversal and manipulation, as well easy-to-use event handling.
- Includes semantic HTTP ajax requests utilizing promise objects

E X P E R I E N C E

Integrated Warfare Systems, Department of Navy

System Engineer & Project Manager   July 2014 - March 2017
- Performed weapon system development testing for Navy Missile Destroyers
- Lead engineering team in the development of complex at-sea missile scenarios designed to meet data driven requirements of major weapons programs
- Managed $12M test budget that was on schedule and budget throughout the execution year
- Lead Value Stream Analysis effort to identify and fix inefficiencies throughout the test process

Junior Engineer   April 2012 – July 2014
- Worked with engineering team in the development of a weapon system software architecture allowing multiple systems to utilize common software reducing cost/schedule in fielding new capabilities
- Coordinated the installation and testing of the AEGIS Combat System in a major production environment for three Navy ships to meet an extremely accelerated schedule
- Worked with naval leadership at the Pentagon to evaluate, define and successfully fund a future AEGIS Weapon System with funding requirements totaling over one billion dollars

S K I L L S

Ruby	Rails	JavaScript	React	Redux	jQuery	RSpec	SQL
CSS3	Pusher	RESTful Api	Git	HTML5	Webpack	Heroku	AWS

E D U C A T I O N

App Academy   July 2017
- Rigorous 1000-hour software development course with < 3% acceptance rate
- Topics include: Test driven design (TDD), scalability, algorithms, object oriented programming (OOP), design practices, REST, single-page web applications, and web development best practices

North Carolina State University, Raleigh, NC   December 2011
- Bachelor of Science - Mechanical Engineering