

Brian Aiken

Software Developer & System Engineer

EXPERIENCE

Department of Defense, Integrated Warfare Systems

Combat System Engineer & Project Manager

July 2014 - March 2017

- 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 located at three shipyards 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

PROJECTS

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 transpile 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

SKILLS

Ruby	Rails	JavaScript	React	Redux	jQuery	RSpec	SQL
CSS3	Pusher	MS Project	Git	HTML5	MATLAB	SASS	AWS

EDUCATION

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