Brian Aguirre

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Experience

Center for Open Science **Charlottesville, Virginia**
Software Developer on OSF Application *June 2017 - Present*
Collaborator on the OSF Waterbutler and MFR applications. Improve comparability and readability for various research files. In charge of updating docs for Docker installation.

University of Virginia, School of Engineering **Charlottesville, Virginia**
Computer Science Research Assistant *August 2016 - May 2017*
Researched how AI and Machine Learning can help Open Source communities. Gathered data on GitHub repo's and created algorithms and tests that help determine how and why certain pull requests are accepted or denied.

Center for Open Science **Charlottesville, Virginia**
Software Developer Extern *Spring 2017*
Designer and developer of the new OSF dashboard site. Personalized content by building two new features - âĂIJRecommendedâĂİ and âĂIJHistoryâĂİ, which automated searching through research projects and COS services. Winner of week long hackathon.

University of Virginia, Department of Mathematics **Charlottesville, Virginia**
Computational Math Research Assistant *January 2015 - August 2016*
Researched nxn matrix solving algorithms. Developed code to test compiler performance on various data structures. Traveled to many cities in the U.S. to present research.

Frank Batten School of Leadership & Public Policy **Charlottesville, Virginia**
IT Assistant *August 2014 - January 2016*
Helped the staff, faculty, and students with various software and hardware issues. Built the frank batten community page, and created an encryption application to store sensitive student data.

Fairfax County Public Schools, AVID Program **Falls Church, Virginia**
Teaching Assistant *October 2012 - May 2014*
Teaching assistant for Calculus, Physics, and Chemistry courses at various high schools of FCPS. Helped students improve grades and prepapre for IB exams.

Education

University of Virginia **Charlottesville, Virginia**
B.A., B.A. CS & Mathematics, M.S. Mathematics Certificate *August 2014 - May 2017*
Four year undergraduate program that led to a graduate Math program. Studies primarily focused on computational mathematics, and software engineering. Course work included advanced programming, data structures, databases, DLD, HCI, AI, Linear Algebra, and Masters topology courses.
Recipient of VMATYC & COSYNE scholarships, Dean's List, and UVA's Who's Who Award, etc.

Skills

Programming Languages: JAVA, Python, C++, JavaScript, SQL

Web Technologies: HTML, CSS, Bootstrap, JQuery

Systems & Methodologies: linux, git, DLD, testing (unit, xunit), Automation, HCI.

Spoken Languages: Fluent in English, Spanish, and French.