

Aaron Andrews
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American Citizen

Education

- **Georgia Institute of Technology** Atlanta, GA
Graduating with B.S. in Computer Science Fall 2014 - Spring 2018
 - GPA: 3.32

Work Experience

- **Georgia Tech Research Institute** Atlanta, GA
CO-OP Software Developer Fall 2016 - Spring 2018
 - Worked in the Cybersecurity, Information Protection, and Hardware Evaluation Research Lab (CIPHER)
 - Developed an enterprise-level file-hosting and cloud storage software
 - Implemented a system that restricts file actions based on ACL (Access Control List) roles defined by the user's organization. Used Java for querying user ACL roles from the database, and an Angular controller to handle the file action logic.

Projects

github.com/brohand

- **Emergency Health Response App** Fall 2017
 - Developing an android app that can display, store and share procedures for user-defined medical emergencies such as a heart attack, or stroke.
- **Symphonic Sorceress** Spring 2017
 - Lead Unity/C# programmer for a rhythm game made during the 2017 Global Game Jam
 - Designed and implemented main gameplay mechanics, including attack/defense phases, music looping and the enemy wave system
- **Master Beats** Fall 2015
 - Developed, using C, a rhythm game that is compatible with a Game Boy Advance emulator.

Awards & Activities

- **Provost Scholarship** Fall 2014 - Present
- **Dean's List** Fall 2014 - Present
- **National Society for Black Engineers** Spring 2014 - Present

Skills

Languages: Java, C#, JavaScript/Angular 1, Python, Processing, C, C++, GLSL/HLSL

Software: IntelliJ, Unity, Unreal Engine 4, Visual Studio, Vim, Git

Spoken Languages: Fluent in English and conversational Japanese