

Aidan Spelman

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EDUCATION

Western Washington University, Bachelor of Science: Computer Science, Minor: Mathematics

Expected Grad. Jun 2022 GPA: 3.81

Relevant Coursework:

- Data Structures
- Database Systems
- Object Oriented Design
- Deep Learning
- Analysis of Algorithms
- Operating Systems
- Computer Systems (Unix)
- Secure Software Dev
- Compiler Theory

TECHNICAL SKILLS (INDUSTRY)

Tools and Processes:

- **Proficient in:** Java, Python, JS, React.js, C++, C, Git, Kotlin, Android Studio, Agile Methodology, Ubuntu/Linux, Windows 10
- **Comfortable with:** HTML 5, CSS, SASS, SQL, Firebase, PyTorch, Xampp, PHP, Unity, Scrum, Node.js, C#, SSH, VS Code

WORK EXPERIENCE

Cutting Edge Construction Seattle, WA Software Engineering Intern 03/15/2021 - Present

- Building a new website for the Seattle based construction company Cutting Edge Construction
- Web-app created using React.js, and SASS while being hosted on Firebase

WWU Computer Science Dept Bellingham, WA Researcher 09/21/2021 – 06/12/2022

- Working with a team of researchers at WWU developing a web-app with the intention of linking neurodiverse individuals together in a mentor-mentee system
- Research done under the supervision of Dr. Shameem Ahmed using React.js and CSS with hosting on Firebase

EXTRACURRICULARS/ACHIEVEMENTS

President's Honor Roll, WWU

- Winter and Spring Quarters 2019, Fall and Winter Quarters 2020

Whiteboard Coders, WWU Member

01/10/2020 - Present

- Club at WWU where students collaborate to solve and develop algorithms for logic problems

PROJECT EXPERIENCE

Arcadia

1/29/2021 - Present

- Online video/chat app allowing users to create and join their own unique room to communicate
- Developing with a team of colleagues using React.js, CSS, Twilio API, JSON with hosting on Firebase

Universal Expedition

9/27/2021 – 12/9/2021

- Developed an adventure/space game using Unity and C# with models using 3D-Physics, animations and Artificial Intelligence.

Chat App

7/6/2021 – 7/21/2021

- Chat app on C terminal allowing clients to connect to a server on localhost
- Developed using Socket API and C

Deadwood

10/6/2021 – 12/3/2021

- Developed the board game Deadwood with a team of students using Java and Swing