Aaron Habana

T: 213-321-7464 E-mail: 8tchayem@gmail.com GITHUB: github.com/hammmmmm Major GPA: 3.0

OBJECTIVE:

Seeking an internship or opportunity that will allow me to utilize software engineering skills and abilities gained through relevant education

UTILIZED SKILLS/TOOLS:

Java, C#, C, JavaScript, HTML5, CSS3, Scheme, R, SQL
RStudio, Bootstrap, Firebase, OpenGL, Linux, GIT, Android Studio, Xcode, Unity, Agile/Scrum methodology

RECENT ACTIVITIES:

CSUN Accessibility Competition sponsored by Northrop Grumman(3rd Place) *February 2019*

Problem: Build an Android Accessibility application that will allow those with visual impairment access to humorous visual content that goes viral on the internet.

Role: Implemented Tensor Flow Lite transfer learning model along with Google Vision for text recognition to determine if the image displayed is a "popular" content

CSUN Business Venture sponsored by ToolBoxLA (Semi-Finalists) *April 2019*

Raffle It Up – an Android mobile app that utilizes an online Raffling platform to reward users for watching an Ad or participating in a survey

Roles*: Scrum Master;* Designed prototype UI, and implemented key features such as Google AdMobs to generate revenue for every impressions made by the user

EXPERIENCE:

Lead *Computer Repair Technician* *- The Click Source* *February 2015 – October 2018*

- Hands on experience in diagnosing and troubleshooting computer problems
- Highly Skilled in installing and configuring software and hardware
- Adept at analyzing failed equipment and providing solutions instantly
- Exposed to database management using FileMaker Pro (Auction Tracking System)

RECENT PROJECTS:

Budge – A Budget Management System – *Text Recognition Application*

Developed an Optical character recognition (OCR) application for Android that extracts information from receipts to keep track of spending behaviors and improve spending habits. Implemented Google's Machine Learning kit to extract data from bitmap objects.

Autonomous Irrigation System for University Campus *– Embedded Applications Project*

An autonomous irrigation system built using SPI protocol between bcm2835 (web server) and multiple STM32F103 (Microcontrollers). Scrum master for a team of 6. As a team, created an API for our Scheduling team that will allow for the system to be controlled over a web server. This allows for valves to function autonomously based on weather data and scheduling

Instant Insanity – *Combinatorial Algorithm Project*

Designed a computer program to search for "obstacles," for Instant Insanity puzzles (NP-Complete) of size 27 cubes. Created an algorithm that will allow for backtracking if the path contains an obstacle which reduced the time needed to check for a solution

EDUCATION:

California State University of Northridge *December 2019*

Bachelor of Science in Computer Science