AARON ROBINSON

Software Engineer

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SKILLS

JavaScript, React, Redux, HTML5, SCSS, CSS, Ruby, Ruby on Rails, Java, Pascal, C, C++, C#, PERL CGI Script, Assembly Language, Machine Code, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, RSPEC, Capybara, Jasmine, Jest, jQuery, Git, Heroku, Google Maps API

PROJECTS

Trilla - Ruby on Rails, Javascript, React, Redux   Live Site | Github
A clone of the team building/management site trello.com
- Utilized bcrypt 64bit encryption to authenticate users onto the site via session tokens generated in the Rails backend and persisted on the client side.
- Afforded users a workspace with user boards to schedule tasks to do and also add comments and due dates to the boards and cards(tasks) that are persisted onto the client side.
- Allowed a menu option which enabled users to create a titled team composed of other registered app users on the frontend and persist the team title and members onto the backend.

Covid Connection - MongoDB, Express, React, NodeJS, SCSS, Google Maps API   Live Site | Github
 An intricate app for users affected by covid where they can request and accept favors, and stay informed about the pandemic.
- Authenticated new users onto the site using BCrypt 64bit encryption, creating a password digest and never storing users actual password to the database so no threat to compromising a password which a user may use on other sites.
- Utilized axios and express for server requests/response.
- Implemented a drop down menu feature which enabled users to request favors from other users.
- Integrated Google Maps API to incorporate longitude and latitude when a favor is created and allow users to see a map of the good deeds being done in their area and also how that good deed can affect the world as a whole.

Little Red Riding Hood - JavaScript, HTML, CSS   Live Site | Github
A game based on the fairy tale Little Red Riding Hood
- Utilized DOM/HTML5(canvas)/ES6 Vanilla JavaScript and Sprite characters to create a fun interactive game.
- Styled a modal startup menu, and path which included the road to grandma's house as well as her home.
- Created classes for the main character, barriers in her path, and dust particles that display and dissipate as she walks.
- Incorporated a progressive scheme where the player scores and game speed increases.

EXPERIENCE

Foreman
Trade-off Construction, Oct 2016 - Dec 2020
- Supervised a team of 20-30 construction workers who were tasked with all the general labor duties of building a high rise.
- Organized schedules, delegated work assignments and coordinated with supervisors daily on site.
- Maintained inventory supplies, submitted purchase orders, performed quality checks and insured specifications were met.

Sales Manager
Unishippers, Oct 2015 - Dec 2016
- Managed a sales team which marketed third party logistics and coordinated daily with the franchise owner directly.
- Organized sales meetings with business owners, scheduled shipment pick-ups and returns daily.
- Wrote sales orders for sales, purchase orders for supplies, processed payments, issued bills and ordered ads.
- Saved several companies several thousands of dollars each year on shipping through unishippers.

Purchasing Agent
 Badger Fire Protection, May 2010 - Oct 2015
- Monitored factory production schedule to determine what supplies would be needed for production each week.
- Created purchase orders to allocate all necessary parts by 10,000's required for the upcoming weeks.
- Saved the company thousands of dollars finding manufacturing of parts at better rates.
- Expedited or delayed orders based on priority to make efficient use of warehouse storage and workflow.
- Met regularly with factory department leaders to discuss scheduled production and potential problems.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Fall 2020)
University of Virginia @ Charlottesville - *Electrical Engineering(minor) / Computer Science(major)* (Aug 1998 - May 2004)