Aaron Le

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○ https://github.com/leaagithub

🎓 Education

California State University Sacramento   Graduation Date: December 2018
B.S. in Computer Science   *Sacramento, CA*

🥧 Work Experience

iHouseWeb   February 2019- Novemember 2019
Web Builder   *Sacramento, CA*

> Built, Design, and Released live ready reactjs websites created in a CMS Platform
> Basic website formatting and restructuring using CSS style while using clients content information
> Handled all customization that customer requested and response through the ticket system with a team of 5 other web builders which is forwarded to the Developer team and Sales Team

Infosys Limited   Novemember 2019 - Present
Software Engineer Associate   *San Francisco, CA*

> Onboard Training Coding Bootcamp Program learning full stack using AngularJS, Spring Boot, and CRUD operations using Oracle
> Capstone project with a team of 5 for a website store implementing 6 additional features that uses the Recommended List object
> Created Business model designed websites and passed common QA testing with AOP Testing and Junit Testing

⚗ Projects Experience

GISA (Geologist Information Site Assessment)

> GISA Project is an Android App developed for employees of CalTrans to send site information to their database easier. The App is created with Android Studio and the middleware of the stack is node.js server. This is a full stack app took filled information that is stored inside that is forwarded to a MySQL database that is hosted by Amazon. Information that are stored are strings, bitmaps, and double.

SSCAP (Student Service Counselling Appointment Program)

> SSCAP is a web app program created for counselling service of the ECS department. This program displayed the schedules of the whole ECS department counselors to one calendar. This is so students would be able to see the best fit time to come or make future arrangements. This program was created in Vue.js framework while MangoDB was handling the backend storage of the work.

SWRB (Summoners War Response Bot)

> This program was inspired when someone made a proxy tool that intercepted data sent out by the android game, Summoners War. I modified his tool and added a feature that would forwarded that game data object to my python flask program using API requests. Using this game data, I would automate tasks using ADB shell inputs based off the game data response.

⚙ Technical Skills

Languages & Databases   HTML, CSS, JavaScript, Python, Java, MySQL, XML, C++
Frameworks & Libraries   React, React Native, Node.js, jQuery, Discord.js, Vue.js, Angularjs, Bootstrap, Spring Boot