AARON GROSS

RECENT PROJECTS

RPS Deathmatch

- Users can play a real-time, online tournament of Rock-Paper-Scissors. Built as a second screen experience, Players control the game via their phones.

- Built with: Javascript, Node.js, Express.js, Socket.io, React, Redux, and Heroku.

Catalyst

- A motivational goal setting app where you can select punishments for goals not completed. Compete with friends and family alike!

- Built with: Javascript, Amazon EC2, PostgreSQL, Redux, Express.js, Node.js

WalkMe

- A web app for walking tour enthusiasts and city explorers. Users can browse, rate, and create community-made walking tours anywhere in the world.

- Built with: Javascript, HTML, CSS, Firebase, and Google Maps API.

EXPERIENCE

Student

DigitalCrafts | Atlanta, GA | February 2018 – May 2018

Sr. Managing Producer

Udacity | Atlanta, GA | July 2014 – February 2018

- Oversaw a team of four video producers, ten design contractors and one intern.

- Kept multiple projects on task through SCRUM and 1:1 check-ins.

- Maintain relationships between SMEs, Georgia Tech Professional Education and Udacity.

- Proficiency in all graphic and video Adobe CC programs.

Video Production Specialist

Udacity | Atlanta, GA | August 2013 – July 2014

- Created the following courses for Georgia Tech's Online Masters of Computer Science Degree: Machine Learning, Knowledge-Based Artificial Intelligence, and Computational Photography.

- Developed courses in tandem with Georgia Tech professors in order to create the best pedagogical experience for students.

CONTACT

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- Atlanta, GA
- [LinkedIn Profile](#)
- [GitHub Profile](#)

EDUCATION

MASS MEDIA ARTS/ BACHELOR OF ARTS IN JOURNALISM

The University of Georgia
May 2011

FULL STACK BOOTCAMP

DigitalCrafts
May 2018

EXPERTISE

FULL STACK WEB DEVELOPMENT

VIDEO PRODUCTION

PROJECT MANAGMENT

LEADERSHIP

PERSONAL IMPROVEMENT

AWARDS

UDACIOUS TEAM AWARD

Udacity | 2017

BEST FILM

48 Hour Film Competition | 2012