

Rony Aguilar

Education

Los Angeles, CA	Loyola Marymount University	May 2018
<ul style="list-style-type: none">• Major: Computer Science, B.S• Programming Coursework: Algorithms/Data Structures, Interaction Design, Databases, Computer Graphics• GPA: 3.4		

Employment

Media Data Analyst	Acento Advertising	2017 – Present
<ul style="list-style-type: none">• Managed and tracked multiple client campaigns' spending and performance• Built and redesigned various campaign dashboards using Tableau for client presentations• Utilized Google Analytics and DoubleClick Manager to analyze landing page traffic and creative appeal• Performed market research using Nielsen for media team and buyers		

Software Engineer Intern	Los Angeles Police Department	Aug 2017 – Dec 2017
CrookBook: A homicide case management system https://github.com/evanhessler/CrookBook <ul style="list-style-type: none">• Collaborated with a small team to create CrookBook, a database web application driven by Django• Responsible for dynamic frontend HTML rendering, backend GET/POST requests and code review• Contributed in designing database schema, user flow, and interface• Practice Agile development workflow and participated in scrums to provide project updates• Awarded Letter of Recommendation from Chief of Police• Technology Stack: Django, PostgreSQL, Docker		

Software Projects

CookyJar	Sept 2018
<ul style="list-style-type: none">- Developed a web app using React that allows users to search and save recipes from Spoonacular's Recipe API- Integrated Google OAuth 2.0 authentication with PassportJS for login capabilities- Utilized Bootstrap and custom CSS for styling and page layout- Technology Stack: React/Redux, Express, NodeJS, MongoDB	

Emaily	July 2018
<ul style="list-style-type: none">- Took an online course to learn how to create a React web app where users can pay credits to send email surveys- Worked with third-party APIs such as Google OAuth 2.0 for user authentication, Stripe for credit charges, and Sendgrid for email webhooks- Technology Stack: React/Redux, Express, NodeJS, MongoDB	

Ghost Labyrinth	May 2018
https://github.com/ronyaguilar09/Ghost-Labyrinth <ul style="list-style-type: none">- Created a third-person horror themed computer game for my Senior project using the Unity Game Engine- Implemented a procedural maze generator to create level design using a depth-first algorithm- Scripted enemy AI using a finite state machine and built-in Nav Mesh components- Utilized: Algorithms, Data Structures, C#, Linear Algebra, Physics, Object Oriented Programming	

Skills

- **Software:** (*Fluent*): Javascript, HTML5/CSS (*Proficient*): Python, Java, C#, Git, Unit testing (*Basic*): C, C++, OCaml
- Strong math background with good knowledge of data structures and algorithms
- Experienced in Full-Stack Development and can switch interchangeably between Frontend/Backend role
- Able to work with a team effectively, provide ideas and experienced in software engineering methodologies
- Spanish Bilingual