

AARON REYNOLDS

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EDUCATION

Old Dominion University, Norfolk, VA

May 2022

Bachelor of Science (BS), Computer Science

Coursework:

Problem Solving & Programming, Unix for Programmers, Cybersecurity Fundamentals, Object-Oriented Programming and Design, Internet Concepts, Intro to Software Engineering, Data Structures and Algorithms, Intro to Artificial Intelligence, Professional Workforce Development

TECHNICAL SKILLS

Languages: Python, C, C++, Java, JavaScript, TypeScript, PHP

Web Technologies: HTML, CSS, React, Node JS, Django, AEM

Databases: MySQL, NoSQL

Operating Systems: Windows, Linux

Tools: Eclipse, VSCode, PyCharm, GIT, AWS, Firebase, MySQL Workbench, MongoDB Compass, Docker

WORK HISTORY

Maxx Potential LLC., Richmond, VA

August 2022–Present

Associate Software Engineer

Modified, developed, and demonstrated software features using SAFe agile principles and practices to deliver timely updates to production level web applications

Key Achievements:

- Formulated succinct user stories and well-defined acceptance criteria to aid in optimizing new application feature development productivity
- Authored concise documentation for end users and future developers, enabling easy product adoption and providing comprehensive guidance for maintenance and enhancements
- Examined GitHub backlog issues as per client request and improved the codebase in line with client requirements to enhance user experience
- Lead feature demos to demonstrate value and solicit feedback from key stakeholders, promoting continuous improvement and iterative development as per SAFe Agile principles

Old Dominion University, Norfolk, VA

September 2021–May 2022

Online Computer Science Tutor

Assisted students in achieving their set goals by augmenting their understanding of computer science and cybersecurity concepts

Key Achievements:

- Established an atmosphere where students were at ease to ask questions, which boosted a growth mindset that aided in conquering feelings of uncertainty and unease when confronting educational difficulty
- Provided additional instruction to students which accelerated their comprehension of programming, problem solving, computer logic, and cybersecurity basics
- Created and distributed extra educational materials to further enhance concept understanding

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PROJECTS

CHALK Coaching

A web application providing instructional coaches with tools for tracking key classroom practices in real-time and improving pre-k education quality through data-driven coaching conversations and professional growth.

- Collaborated in a remote development environment implementing sAFE agile methodologies and Scrum ceremonies to facilitate on-time project delivery
- Produced front-end user interfaces that met the exact specifications of the client provided mockups
- Developed and tested features across multiple platforms and browsers to preserve usability and experience
- Used Visual Studio Code, HTML/CSS, TypeScript, React JS, Firebase Firestore, Google BigQuery, Git

Forester-in-a-Box

A prototype of a hardware/software solution designed to give private woodlot owners timely forest management suggestions based on sensor data collected in their woodlot

- Collaborated in a remote development team utilizing Agile methodologies and Scrum ceremonies to ensure timely project completion
- Assisted in analysis, planning, design, development, coding, testing, debugging, and documenting of the approved software
- Implemented continuous integration and delivery with AWS code pipeline and GitHub actions
- Rapidly changed technologies or learned new technologies to address and resolve project issues
- Used Visual Studio Code, HTML/CSS, PHP, JavaScript, Python, MySQL, MySQL Workbench, GitHub, GanttLab, AWS

Projected Enrollments

A Command Line Application that can analyze .csv files from a comprehensive database of past and current class enrollments to estimate future enrollments, display the results on the CLI, and store the results in a Microsoft .xlsx file in a designated location.

- Worked in an Agile Test-Driven Development team, leveraging ticketing software, kanban boards, and daily stand-ups to meet deadlines and deliver a functional product
- Developed the Command Line Interface, spreadsheets, and graphs using Java and OpenCSV
- Conducted unit testing automation with JUnit, which generated and exported reports to be analyzed
- Implemented continuous integration and delivery through AWS code pipeline and GitLab
- Used Eclipse, Java, GitLab, OpenProject, Gradle, Junit5, OpenCSV

ADDITIONAL INFORMATION

Interests: ophiology, child development, Artificial Intelligence, space exploration and survival crafting video games, music and arts, motorcycles

Work Eligibility: Eligible to work in the U.S. with no restriction