

AARON THOMAS | Software Developer

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Quality-driven technology professional who is self-focused, productive, and with a solid knowledge base in software development theory, principles, and concepts. A motivated employee with fundamental knowledge of codebase, small bug fixes, and paired programming with mid-level and senior developers. Experience collaborating with software teams, troubleshooting issues, patching computer code, and collaborating with developers to create quality applications. Patient, polite, and dependable team member with an analytical approach to problem-solving. Motivated by achieving bottom-line results efficiently.

Academic preparation and hands-on experience include:

- **Languages:** HTML, CSS, JavaScript, TypeScript, C, C++, C#, PHP, Python, Java
- **Programming Frameworks/Libraries:** Laravel, Vue.js, Nuxt.js, jQuery, Kendo UI, Tailwind CSS
- **Databases:** SQL, SQLite, Azure SQL, MySQL, SQLite, RDBMS
- **Development Tools:** VMware, Jira, Microsoft Azure, Git, GitHub, Azure DevOps, BitBucket
- **Project Management Frameworks/Methodologies:** Agile, Waterfall, Scrum
- **Algorithms & Data Structures:** Linked List, Stack, Binary Search Tree, Merge Sort
- **Technical Skills:** Object-oriented Programming (OOP), Model-View-ViewModel (MVVM), Model-View-Controller (MVC), Test-Driven Development (TDD), Software Development Life Cycle (SDLC), Software Manuals & Documentation, Legacy Software Migration, Peer Code Reviews, Windows, macOS, & Linux Troubleshooting

FORMAL EDUCATION

Diploma IT Programming | Nova Scotia Community College (NSCC) | Halifax, Nova Scotia | 2021

High School Diploma | Auburn Drive | Dartmouth, NS | High Honours & Perfect School Attendance | 2017

PROFESSIONAL WORK EXPERIENCE

Front End Developer | Electric Playground | Halifax, NS (CANADA)

11/2023 – 03/2024

A dynamic digital agency, offering quality, simplicity, and client satisfaction across a broad range of web-related services.

Achievements in collaborating on the rebuild of Akiba's Self-Service Self-Storage management software:

- **Dynamic Dashboard:** Developed a dashboard for real-time tracking of statistics including popular unit sizes, revenue, and current unit status.
- **User-Friendly Profile Settings:** Developed a profile settings page for easy user account updates, including email, password, address, and phone number.
- **Google Analytics Integration:** Developed a Google Analytics page for seamless account linking and configuration.

Technologies used: HTML, CSS, Tailwind CSS, JavaScript, TypeScript, jQuery, JSON, Vue.js, Nuxt.js, Jira, Bitbucket, Docker

Full Stack Developer | Guild Software Inc (Subsidiary of Electric Playground) | Halifax, NS (CANADA)

11/2023 – 03/2024

A cloud-based License Registration Management (LRM) platform transforming association management by eliminating legacy processes, offering full customization, and delivering a streamlined, user-friendly experience that clients adore.

Achievements in LRM Development and Client Support:

- **Client Support:** Successfully resolving client-reported issues, ranging from ratifying payment discrepancies like incorrect late fee charges or 500 errors for declined cards to addressing application submission errors. Additionally, providing assistance in updating configuration values, refactoring database records, and sanitizing Excel files for data entry.
- **Enhanced Translation Module:** Introduced a master search function in the translation module, enabling a comprehensive view of the entire module instead of allowing users to edit only one section at a time. Additionally, pagination has been improved to accommodate up to 7 pages, with 3 on each side of the current page. Users can easily jump to the first, last, or a specific page based on their input.
- **No Charge for Free Events:** Addressed an issue where users registering for free events were required to input credit card details. Integrated a no-charge feature from another client, allowing users to register for free events without providing payment details.

Technologies used: HTML, CSS, JavaScript, TypeScript, jQuery, JSON, Vue.js, Laravel, MySQL, Jira, Bitbucket, RESTful

Achievements in developing the Business-to-Business (B2B) work order application:

- **Assign Workers to Job:** Developed a popup feature that facilitates the assignment of workers to specific jobs. The popup displays checkboxes for each skill and a list of available workers who are not currently assigned to the job. The list can be filtered based on the selected skill checkboxes. If no skill is chosen, the list will remain empty. For instance, if 'Windows' and 'Doors' are selected, workers with either or both of these skills will be displayed. Users can easily select workers from the filtered list and add them to the job.
- **Calendar & Gantt Chart:** Implemented a calendar and Gantt chart feature in the app, enabling users to create comprehensive work plans for assigned workers and equipment.
- **Resources:** Developed a dedicated 'Resources' section that facilitates the addition of new workers with specific skill sets, as well as the inclusion of new equipment and materials to be assigned to the job.
- **Timesheet:** Developed a comprehensive timesheet that enables workers to input their weekly hours. This tool accurately calculates the total number of hours worked by an individual for the entire week, as well as the cumulative hours worked by all employees on a daily and weekly basis. Additionally, the timesheet includes a convenient notepad feature that allows users to input notes for any selected day.

Technologies used: HTML, CSS, JavaScript, TypeScript, jQuery, JSON, Vue.js, Nuxt.js, Azure SQL, SQLite, Git, Kendo UI, Pinia

Achieved a track record for perfect (100%) work attendance and was recognized by managers as having a very strong work ethic (in an often) physically demanding environment. Consistently followed corporate procedures, including strict occupational health and safety policy compliance. Delivered consistent and respectful customer service. Demonstrated punctuality, integrity, and excellent time management skills.

PORTFOLIO PROJECTS

C++ Linked List Text Editor

- Console-based text editor with a linked list data structure for storing each line of text as a node.
- Edit feature for creating or modifying text files.
- Insert feature for adding new lines of text at any line number.
- Delete/List feature for deleting or listing out a specific line or range of lines.

JavaScript Airplane Tracker | JavaScript, Leaflet.js, HTML, OpenSky Network API

- Real-time aircraft tracking application using Leaflet mapping library to display a map in the browser.
- Fetching of real-time transit data from OpenSky Network API.
- Flight data filtered to keep only aircraft with Canada as the country of origin.
- Conversion of filtered API data to GeoJSON format for point marking on the map.
- Plotting of markers on the map to display the current position, rotation, and callsign of each plane.
- Automatic re-fetching and re-rendering of updated data on the map after a set interval of time.

PHP Employee Records Website | PHP, JavaScript, MySQL, Docker, AWS RDS, Heroku

- PHP website for viewing, searching, inserting, updating, and deleting employee records from the MySQL Employees sample database.
- Full client-side validation of employee data entry/modifications before submitting to the server-side for database modification.
- Use of PDO statements to prevent SQL injection. Website access limited to authenticated users.
- Local offline testing hosted on Docker with MySQL Workbench. Online production version served on Heroku with a backend database hosted on AWS RDS.

C# WPF Asynchronous TCP/IP Chat Room | C#, WPF

- Developed a GUI-based C# Windows Platform Application that allows connecting and communicating over 'TCP/IP' with a console-based server hosting the chat room for real-time communication.
- User-friendly GUI for the client-side of the chat application.
- Successfully established and maintained a reliable client/server connection, enabling seamless communication and error-free disconnection when needed.
- Successful exchange of messages between client and server in both directions.
- Multi-threading is used for sending and receiving messages on the client-side. Threads are safely closed upon completion.
- Encapsulated chat functionality in a dedicated library, utilizing custom events, delegates, and EventArgs for efficient data communication and improved modularity.
- Encapsulated logging functionality in a dedicated library exclusively accessed by the GUI, improving modularity, simplifying maintenance.

C# UWP Pokédex | C#, UWP, Unit Testing, Pokémon TCG SDK API

- C# Universal Windows Platform Pokédex for viewing information about various Pokémon species featured in the games.
- ListView populated by Pokémon TCG SDK API through data binding.
- Searching enabled through LINQ query by entering text in the textbox above the ListView, with live updates in the ListView.
- Selection of a Pokémon displays its stats and image.
- "More Info" button leads to another page for displaying additional card information.
- Unit Testing utilized for verifying app functionality.