Aidan Mara

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SUMMARY

As a recent computer science graduate with a focus in software development, I possess strong proficiency in Python programming, a key asset for any developer role. My hands-on experience in projects like my AI Location Recommender (HangoGo) or my Android Calendar Planner App, where I applied machine learning, database, networking, and software development knowledge, demonstrates my practical skills. I am enthusiastic to contribute to an innovative company that values creativity and growth, leveraging my expertise in object-oriented programming languages, machine learning, and software development.

PROJECTS

AI Location Recommender

HangoGo • https://letshangogo.com/ • https://github.com/Lizeth-V/HangoGo • August 2023 - Present

- In a managed group of 4, built a web application that creates user profiles, and generates a location to hang out with friends or family.
- Back-end development in Python, utilizing Flask as the server.
- Web access created using Amazon Web Services EC2 - Linux Distribution with Nginx reverse proxy.
- Took advantage of Google Places API and MongoDB, to build a database of over 5 thousand locations with unique features.
- Utilized prior knowledge of TensorFlow and Neural Networks to make a prediction model based on user implicit feedback.
- Taught me the importance of teamwork and communication when working on a large collaborative project.
- Improved my abilities to develop a large project with many different components coming together to work as a single stable unit.

A-Star Visualizer

https://aidanmara.info/astar-demo https://github.com/aidanmara/astardemonstration • July 2024 - August 2024

- • Interactive algorithm learning tool, visualizing the steps of the A* (A-star) algorithm on a weighted graph.
- • Built with NodeJS, JavaScript, HTML, CSS, and Google Maps API.

Calendar Planner App

https://github.com/aidanmara/AndroidPlannerApp • June 2023 - August 2023

- Built an Android planner app, that allows users to create, read, update, or delete reminders for tasks and apply those tasks to user-created groups.
- Learned and used Kotlin to create a robust user interface that looks clean and remains easy to use.
- Utilized Android's Room database library, as well as my previous knowledge of database structure and querying languages to create a persistent database for the app.
- Increased my ability to self-learn technologies and sharply increased my skill with application development from a full-stack perspective.

The Conservatory - Unity-based Tower Defense Game

https://github.com/aidanmara/TheConservatoryGame • January 2021 - May 2021

- Built a unity-based isometric 2d tower defense/monster taming game from scratch in C# in the Unity Game Engine.

EDUCATION

Bachelor of Science in Computer Science

California State University - Long Beach

- Long Beach, CA•2024
- 3.67 • Graduated Cum Laude
- President's Honor List for 4/4 semesters attended

Associate of Science in Computer Science

Moorpark College•Moorpark, CA•2022

COURSEWORK

Artificial Intelligence

California State University -Long Beach•2024

- Gained knowledge on and built artificial intelligent agents that solved problems using algorithms that are employed in the field.

Computer Network Interoperability

California State University -Long Beach•2024•Networking

Database Management and Design

California State University - Long Beach•2023•Database Design •Deployed databases from the ground up, utilizing multiple different frameworks.

Machine Learning

California State University -Long Beach • 2023 • Machine Learning

•Discovered and developed many machine-learning models.

•Linear Regressors, Classifiers, Neural Networks, Image Classification CNN, etc.

Software Design Methodology

California State University -Long Beach • 2023 • Development cycles and Frameworks

•Dove into the world of modern software life cycles and frameworks.

Mobile Design

California State University -Long Beach•2023•Project Development

•Employing the Kotlin I had learned in an individual project that allowed me to design a CRUD app.

Computer Science Theory

California State University -Long Beach•2023

Algorithms

California State University -Long Beach•2022

Object-Oriented Programming

Moorpark College•2021

SKILLS

Coding: (Proficient) Python, C++, SQL/NoSQL; (Familiar) CSS, HTML, JS, C, C#, Kotlin, Java

Tools: (Proficient) Git, MongoDB, Unity, Data Structures; (Familiar) Tensorflow, NodeJS, Android Studio, Flask

Soft Skills: Self-motivation, Problem-Solving Skills, Flexibility, Teamwork

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EXPERIENCE

Dishwasher

Camarillo Cupcake   **May 2019 - August 2023,Camarillo, CA**

•My experience working as a dishwasher improved my ability to problem solve, work quickly under pressure, and emphasized the importance of efficiency for successful completing tasks.

•Help foster a healthy and collaborative team culture with my fellow employees.