

Aaron Aumann

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2921 Northland Dr.
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Experienced and driven leader with versatile knowledge in multiple programming languages such as C++, Java and Python using Visual Studio, Eclipse and Unity on Windows and Linux Systems with an eagerness for learning software design and development.

Education and Certifications

Bachelor of Science

University of Wisconsin Stout

- Double Major: Applied Math and Computer Science, Game Design and Development

Associates of Arts and Science, 2013

University of Wisconsin Colleges

Manufacturing Soft Skills Training, 2010

Northcentral Technical College

Experience

Software Developer

Midwest Manufacturing, Eau Claire WI

2015 to present

- Midwest Manufacturing handles the production of many items sold by Menards Inc.
- Member of Progress Prehung team, handling systems for door production facilities.
- Wrote applications for user and database interaction.
- Used Open Edge ABL to create applications for Linux, Windows, and Web.
- Designed and executed test plans, code changes, and database changes.
- Deployed changes to Stage and Production environments after code reviews.

Sales Associate

Games by James, Eau Claire, WI

2014 to 2015

- Assisted customers with questions and recommendations.
- Opened and closed store, including nightly deposits.

Team Member

Midwest Manufacturing, Eau Claire, WI

2013 to 2014

- Worked in variety of positions on multiple production lines.
- Operated forklift moving product from the end of production line to a shipping truck.

Group Leader

Weather Shield, Mosinee, WI

2009 to 2012

- Worked with supervisor in daily management of production line.
- Organized production and personnel schedules.
- Worked with employees to ensure production, safety and quality expectations were met.
- Maintained interdepartmental communication.
- Managed tracking, completion and expedition of all orders.
- Maintained production machinery.

Sales Associate Office Max, Green Bay, WI **2008 to 2009**

- Assisted customers with purchases by giving advice and recommendations.

Utility Worker Weather Shield, Greenwood, WI **2008**

- Worked with other team members in the manufacturing of windows.
- Aided group leader in expediting orders.

Sales Associate Pamida, Neillsville, WI **2006 to 2008**

- Assisted customers with purchases and handled stocking.

Skills

- **Leadership:** Strong leadership skills and experience working with others. Skilled in communicating ideas and directives so that they are clearly understood. Experienced in working in high stress situations and maintaining moral of others. Strong problem solving skills.
- **Technical:** Strong knowledge and experience working in multiple languages such as C++, Java, C#, and python as well as database and website design. Experienced in using multiple development environments such as Microsoft Visual Studios, Eclipse, and Unity in both Windows and Linux systems. Familiar with Agile Design and SCRUM methodologies as well as version control.

Simulation and Game Projects

- **Collision Detection:** Created environments with objects of various shapes and sizes that moved about a scene and altered direction and speed when a collision was detected. Used axis aligned bounding boxes to detect collisions.
- **Electromagnetic Induction:** Created a physics sandbox using Python. This environment allowed for the simulation of electromagnetic induction using a bar magnet and a representation of a coil of wire.
- **2D Game:** Worked with team to create a 2D game using HTML5, Javascript and Phaser. The game was a side scrolling platformer in which the player moved about a building talking with other characters. I designed and programmed the physics, dialogue system, character selection, and one of three mini games.
- **3D Game:** Worked with team to create a 3D racing game using Unity. I designed, implemented, and tested the networking/multiplayer, state management/synchronization, physics, UI and gameplay. I also assisted other team members with level design, NPC opponents, and resource importing. I also managed version and source control of weekly builds.