

Aidan Larock

AidanLarock.com

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EXPERIENCE

ALPS, *Software Developer*

2022 – 2023

- Developed industrial management software to track products, for consumption and agricultural research, and productivity through large scale industrial greenhouses
- Created modules and pages within the application utilizing **Python** and Ignition SCADA platform
- Used **MySQL** to manage the database and deliver information to and from the end user
- Updated existing interface inside the application and developed **UX** standards for creating pages
- Implemented a testing pipeline using **Jenkins** and **Selenium** to ensure application functioned to client expectations and government standards for agriculture

Mobile Detail Solutions, *Frontend Developer*

May 2021 – Sep 2021

- Planned and completed a website overhaul complete with **SEO** and **UI/UX** redesign, resulting in a boost of 128% overall increased **organic traffic** and a 28% increase in **organic keywords**
- Organized and led meetings using **agile** methodologies and constructed **sprint** backlogs

SKILLS

Languages: Java, Python, C++, Javascript, PHP, SQL, HTML/CSS, Bash

Frameworks: Node.js, Express.js, Selenium, Flask, TensorFlow, PyTorch, Pandas, DEAP

Tools: Git, Linux, Maven, Jira, CI/CD, Jenkins

PROJECTS

Badger Bot, github.com/aidanLarock/BadgerBot

- As a part of a team, for our final year project, developed a chatbot for the Canada summer games using **Java** to deliver information to visitors of the Niagara summer games
- Developed an effective **UI** to deliver and receive messages across a range of devices
- Created a backend system for the chatbot using **natural language processing** for dissection and conversion of user text into backend requests
- Created a scraper to fetch information from the summer games website to populate the database
- Regular standups, sprints, retrospectives, and task estimation

Portfolio Management, github.com/aidanLarock/Stock

- Designed and developed a stock portfolio management and allocation program
- Worked with **RESTful APIs** to gather market input and built feed-forward neural networks for resource allocation

Traffic Game, github.com/aidanLarock/TrafficGame

- Utilized **Java** to construct a game engine for a traffic simulation game
- Constructed an organized map of the codebase using **UML** and **OOP** properties to simplify, increase readability, and improve code maintainability
- Employed **UDP** networks to send packets across to a server, allowing for simultaneous gameplay across devices

GP Textures, github.com/aidanLarock/GP-Textures

- Developed a machine learning algorithm using **Python** with **DEAP** to scan and evolve pre-selected images in order to create machine generated art based upon the images selected

EDUCATION

B.S. (Honours) in Computer Science, *Minor in Business*
Brock University, St. Catharines ON

2017 - 2022