

# Aaron Smith

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## EDUCATION

**VANDERBILT UNIVERSITY**  
B.S. in Computer Science  
B.A. in Applied Mathematics

College of Engineering  
Cum. GPA: 3.67 / 4.0  
CS GPA: 3.89 / 4.0

## LINKS

### PROFESSIONAL

Github:// [dblarons](#)  
LinkedIn:// [aaron-smith](#)

### OPEN SOURCE

tcomb-builder | <https://git.io/v7Mpz>

### PROJECTS

Sudz | [appsto.re/i6S83BG](http://appsto.re/i6S83BG)  
Shell in Haskell | [git.io/vtHCr](http://git.io/vtHCr)  
Torrent Client in Haskell | [git.io/vtHWn](http://git.io/vtHWn)

## COURSEWORK

### UNDERGRADUATE

Algorithms  
Combinatorics  
Data Structures  
Numerical Analysis  
Operating Systems  
Probability and Statistics  
Software Design  
Theory of Probability

## SKILLS

### PROGRAMMING

Over 30,000 lines:  
Javascript (ES6)  
Over 10,000 lines:  
Python • C# • Java • Objective-C  
Over 3,000 lines:  
Haskell • C++ • CSS • XAML  
Over 1,000 lines:  
Ansible • Clojure • Ruby  
Familiar:  
ReactJS • Django • .NET • WPF  
Unity • SpriteKit • iOS

## EXPERIENCE

### CADRE | Software Engineer

September 2016 - September 2017 | New York, New York

- Built a commercial real estate investment platform that has funded the acquisition of over \$500M of properties across the country.
- Joined as the fifth engineer and helped scale the engineering team to twenty by interviewing candidates and onboarding new hires.
- Wrote and open sourced the tcomb-builder library, which exposes a declarative syntax for building forms and validating inputs.
- Wrote a branching, multi-page survey using tcomb-builder to replace a 60 page PDF document that investors fill out and sign for every investment.
- Supported internal users of tcomb-builder as it was voluntarily adopted; first for nearly every form on the site and then to validate API requests.
- Presented the tcomb type system and tcomb-builder to a crowd of ~120.
- Consolidated micro-services into a mono-service to simplify deployment, reduce security surface area, and remove duplicated boilerplate code.
- Proof of concept Typescript integration in our asset management system.

January 2016 - May 2016 | Software Engineering Intern

- Rewrote the investment flow front-end through which tens of millions of dollars of capital have been raised.
- Worked on server-side systems that manage quarterly asset returns.

### GOOGLE | Software Engineering Intern

June 2016 - August 2016 | New York, New York

- Google Search, Accelerated Mobile Pages (AMP) team; C++ and Java.
- Work was confidential and covered by a non-disclosure agreement.

### QUALTRICS | Software Engineering Intern

May 2015 - July 2015 | Greater Salt Lake City Area, Utah

- Wrote a Java service and beta front-end for exporting survey data to the Tableau Desktop software and onboarded a Fortune-500 client.
- Worked on a new export service for exporting large survey sets to CSV, SPSS, TDV, and XML formats.

### SUDZ | Developer

June 2014 - August 2015 | Encinitas, CA

- Worked with a designer and developer to create an iPhone game in which the player pops bubbles by connecting them before they cross the screen.
- Solved performance problems by caching assets, designed formulas to manage game difficulty, and integrated in-app purchases.

### NACHO COVE | Software Engineering Intern

May 2014 - August 2014 | Portland, OR & Solana Beach, CA

- Worked with a small team to build a cross-platform Exchange ActiveSync email client with the Xamarin framework.

### AISLE PLANNER | Software Engineering Intern

May 2013 - August 2013 | Solana Beach, CA

- Worked with a small team to create web-based wedding planning software.