

# Aaron Godfrey

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## SUMMARY

Computer Science and Data Science graduate with experience developing modular software systems. Skilled in C# and Python with a strong foundation in data-driven design, real-time simulation logic, and cross-discipline collaboration. Experienced with managing CI/CD workflows and version control within team-based development environments.

## EDUCATION

### ARIZONA STATE UNIVERSITY

Computer Science, Bachelor of Science

GPA: 3.84

Relevant Coursework: Data Structures & Algorithms, Computer Networks, UI/UX Design, Game Engine Development

Aug 2019 - May 2025

Tempe, AZ

Data Science, Bachelor of Science

Aug 2019 - Dec 2022

Tempe, AZ

Relevant Coursework: Machine Learning, Artificial Intelligence, Applied Statistics, Database Management

## WORK EXPERIENCE

### ASSOCIATE PRODUCER

*Arizona State University Research Project (Phar-Mini)*

Aug 2025 - Present

Remote

- Streamlined meetings, improving coordination across both developers and leadership and condensing meeting times by 50%
- Improved version control workflow, cutting merge conflicts due to out of date branches by 40%
- Ensured a consistent CI/CD pipeline for web builds while maintaining our mobile deployment timeline and strategy

### FINANCIAL ANALYST

*Boeing*

Jun 2023 - Jan 2024

Mesa, AZ

- Refactored the MQ-25 project database of financial records to stream data sets from multiple data warehouses into a single spreadsheet report view
- Developed a template for our monthly Actual Cost of Work Performed report that streamlined the process using Excel macros which reduced report time by 75%
- Ensured financial data accuracy and traceability across two corporate audits

### QUALITY CONTROL SPECIALIST

*Celerion*

Nov 2022 - May 2023

Tempe, AZ

- Led data validation for multiple clinical studies while maintaining a >95% error-free rate of data abnormalities
- Selected to be a superuser of the company Veeva SiteVault document repository, ensuring a smooth transition to paperless studies by communicating document storage practices to my team members

## PROJECTS

### PHAR-MINI (Volunteer)

*City-builder supply-chain simulator (Godot)*

Jan 2025 - Aug 2025

- Developed modular UI logic with backend tools and custom node architecture for streamlined feature integration
- Coordinated with artists and engineers to ensure system performance, asset delivery, and gameplay responsiveness

### DREAM WEAVER

*3D Puzzle Adventure Prototype (Unity/C#)*

Mar 2024 - May 2024

- Built a modular 3D item inventory and inspection system, allowing for dynamic model interaction and custom item descriptions
- Expanded the item-interaction framework to allow easy addition of new object behaviors and gameplay side-effects

## TECHNICAL SKILLS

**Languages:** C#, Python, SQL (Proficient) | Java, Javascript, C++, HTML/CSS (Familiar)

**Technologies:** Git/Github, Jira, Confluence, Visual Studio, Unity, Godot