Aidan Malone
Engineering Designer

445 Osiris Drive, Richmond Hill, Ontario, L4C 2R1
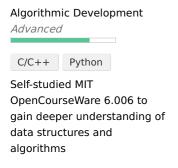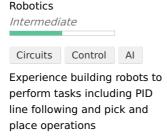http://malonea.me
a_s_malone@hotmail.com
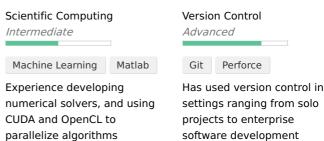(416) 520-5082
A-Malone   Aidan Malone

About

Aidan is a 3rd year student in the Robotics option of Engineering Science at the University of Toronto. An engineering designer first, Aidan builds upwards from fundamentals to deliver elegant and efficient solutions to problems, exemplified by his work at ILead and Intel. His past projects span everything from mechanical and circuit design to machine learning and game development. After hours, he spends his time playing Ultimate Frisbee and improving his blacksmithing skills.

Skills

Algorithmic Development
Advanced

C/C++   Python

Self-studied MIT OpenCourseWare 6.006 to gain deeper understanding of data structures and algorithms

Robotics
Intermediate

Circuits   Control   AI

Experience building robots to perform tasks including PID line following and pick and place operations

Scientific Computing
Intermediate

Machine Learning   Matlab

Experience developing numerical solvers, and using CUDA and OpenCL to parallelize algorithms

Version Control
Advanced

Git   Perforce

Has used version control in settings ranging from solo projects to enterprise software development

Experience

Intel Programmable Solutions Group
May 2015 - August 2016

Software Engineering PEY Intern

Improved the usability of FPGA CAD software and floorplanning tools, building customer visible features for the Blueprint Platform Designer and Chip Planner.

- Designed and implemented rendering level of detail system, reducing draw time of chip resources and design elements in Chip Planner by 96%
- Led redesign of the interface of the BluePrint platform designer

University of Toronto, ILead
May 2014 - September 2015

Software Development Summer Student

http://ilead.engineering.utoronto.ca

Design of a to-scale online system designed to promote the development of team skills in engineering undergraduates. This system is now used by more than a thousand students every year.

- Collaborated with instructors to deliver an interface to help them identify potential team conflicts
- Reduced the runtime algorithm which constructs the team graph from 8+ hours to under a minute

Education

University of Toronto
2013 - Present

Bachelor of Applied Science
Engineering Science   GPA: 3.85
Specialization in robotics, emphasizing circuits, signal analysis, and software. Achieved dean's list status in every semester, with a highest class ranking of 9/250 in the Winter 2014 semester

CSC190: Algorithms and Data Structures - 100%   ECE253: Digital and Computer Systems - 92%   CSC411: Machine Learning

Awards

30 June 2015
Riot Games API Challenge, Runner-up
Riot Games

17 February 2015
2015 Capital One Data Mining Cup, Top 4
Capital One

8 February 2014
Biomedical Eng. Competition 2014, 2nd Place
Club for Biomedical Engineering, UofT