Aidan Malone

Engineering Designer

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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 developemnt. After hours, he spends his time playing Ultimate Frisbee and improving his blacksmithing skills.

Skills

Core Development	Data Structures	Data Analysis	Version Control
Master	*Advanced*	*Advanced*	*Advanced*
C++, Python, C	Spatial Indices, Graphs	Machine Learning, Matlab	Git, Perforce

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

AER372 - Control Systems, MIE346 - Analog and Digital Electronics, 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