Aidan Malone

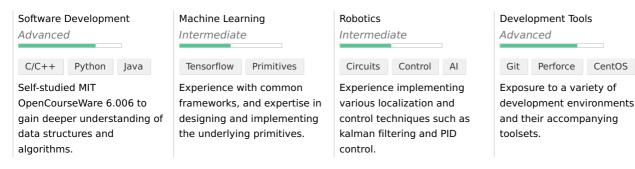
Engineering Designer

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- A-Malone in Aidan Malone

About

Aidan is a 4th 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



Experience

Intel Programmable Solutions Group

May 2017 - Present

Machine Learning Intern

Research and development of Intel's FPGA-based Deep Learning Inference Accelerator (DLIA), optimizing OpenCL machine learning primitives to improve inference throughput.

- Developed in-depth understanding of hardware parallelization of machine learning models, and benchmarking of common network topologies for data center and automotive applications, such as GoogleNet, VGG, and SSD.
- Reduced system resource utilization by 10% and optimized critical paths, leading to a 10% increase in inference throughput across the graph set.

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, a design visualization tool, by 96%.

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, and is in the process of expanding to serve universities across North America.

Education

2013 - Present **University of Toronto**

Bachelor of Applied Science

Engineering Science GPA: 3.85

Specialization in robotics, emphasizing controls, localization, machine learning, and software. Achieved dean's list status in every semester, with a highest class ranking of 9/250 in the Winter 2014 semester, and most recent ranking of 14/192.

Awards

30 June 2015 17 February 2015 Riot Games API Challenge, Runner-up 2015 Capital One Data Mining Cup, Top 4 Biomedical Eng. Competition 2014, 2nd Place **Riot Games** Capital One

8 February 2014 Club for Biomedical Engineering, UofT