Aidan Malone
Engineering Designer

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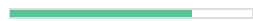○ A-Malone   in Aidan Malone

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

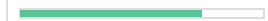| Software Development	Robotics	Scientific Computing	Version Control
Advanced	*Intermediate*	*Intermediate*	*Advanced*
C/C++ Python Java	Circuits Control AI	Machine Learning Matlab	Git Perforce
Self-studied MIT OpenCourseWare 6.006 to gain deeper understanding of data structures and algorithms	Experience implementing various localization and control techniques such as kalman filtering and PID control.	Experience developing numerical solvers and simulators, and has experimented with CUDA.	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 user 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   ECE253: Digital and Computer Systems   CSC411: Machine Learning

Awards

30 June 2015	**17 February 2015**	**8 February 2014**
Riot Games API Challenge, Runner-up	2015 Capital One Data Mining Cup, Top 4	Biomedical Eng. Competition 2014, 2nd Place
Riot Games	Capital One	Club for Biomedical Engineering, UofT