Aidan Blum Levine

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EDUCATION

B.S. Computer Science and Engineering
Massachusetts Institute of Technology   •   Expected Graduation Dec. 2024   •   5.0/5.0 GPA

EXPERIENCE

Software Engineering Intern
Dropbox
June 2023 - Present
- Developed and documented invite recommendations for Dropbox business users with the objective of boosting license sales, empowering businesses to maximize the potential of Dropbox's product and increase revenue.
- Engaged in Agile methodologies, including participating in sprint planning, stand-ups, and sprint retrospectives to ensure efficient project execution and alignment with product needs.

Co-Founder and Full Stack Developer
ReachMyTeach
February 2021 - Present
- Co-founded, designed, and developed the majority of the code for a funded ed-tech communications startup.
- Key participant in business operations and growth.
- Continue to maintain the service, which currently serving 155 schools and helping over 55,000 students.

Class Designer and Instructor
Open Bench Project
August 2018 - August 2022
- Designed and taught classes and summer camps on microcontrollers, building 3D printers, making Raspberry Pi arcade cabinets, and more at the Open Bench Project, a local makerspace.
- Assisted makerspace community members with personal projects.

Client Team Lead
Battlecode
October 2021 - Present
- Lead the 4 person team which develops and improves the Battlecode client.
- Help organize and run the yearly international Battlecode competition.
- Organized and directed a complete rewrite of the Battlecode client, improving performance and maintainability.

PERSONAL PROJECTS

Fractal Playground
Build and explore raymarched fractals
- Fractal Playground, my personal favorite project, allows you to build and explore infinite possibilities of 3D fractals using a fun block-based editor.
- Build your own: aidanblumlevine.github.io/fractals.

Coderoom
Classroom coding tool for virtual teaching
- A simple and slick way to teach students and watch them code in a virtual class, which I created to help my school's computer science teacher at the start of the pandemic.
- Learn more: github.com/aidanblumlevine/coderoom.

See many more on my GitHub
- Check out games, islands, narwhals and more at github.com/aidanblumlevine

SELECTED COURSEWORK

Design and Analysis of Algorithms, Software Construction, Computation Structures, Advances in Computer Vision