Aidan F. Schmelzle

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EDUCATION

University of Kansas – School of Engineering   *August 2018 – December 2025*
Master of Science – Computer Science
Bachelor of Science – Computer Science

University of Kansas – School of Architecture and Design   *August 2018 – May 2023*
Emphasis – Illustration and Animation

Harvard College   *June 2017– August 2017*
Non-degree seeking student studying 3D-modeling and English literature

University of North Alabama   *June – July 2015, 2016*
Non-degree seeking student studying mathematics and natural sciences

WORK EXPERIENCE

Graduate Teaching Assistant, Huebner Award Nominee   *August 2023 – August 2025*
University of Kansas School of Engineering
– Taught '*EECS 210: Discrete Structures*' for 4 consecutive semesters
– Personally instructed more than 100 lab students on practical applications of lecture content
– Created over 50 rubrics and graded hundreds of written assignments, programming labs, and exams
– Hosted 2 weekly office hours in additional to 4 weekly lab hours to clarify concepts and to assess learning gaps

Data Engineering Intern & Research Assistant   *May 2024 – August 2024*
'The Care Board' (https://thecareboard.org)
– Gathered and analyzed 10,000+ data records to inform design of a public-facing dashboard supporting care initiatives
– Contributed to construction of centralized data warehouse with reputable sources such as IPUMS
– Developed 3 interactive data visualizations to highlight data-driven narratives

KEY PROJECTS

Master's Project – "Genetic Algorithms as Artistic Medium for Color Images"   *January 2025 – August 2025*
– Implemented PyGAD genetic algorithm with 736-bit chromosomes to evolve artworks based on user preference
– Engineered chromosome and custom fitness function evaluating three design fundamentals to quantify artistic quality
– Presented findings underscoring GAs' continued value in creative, user-guided visual computing

Senior Capstone – "Nineveh, Ashur's Awakening" (Niehaus Award Winner)   *September 2021 – May 2022*
– Worked in a team of five people to program a 'rogue-like' video game with C# in Unity
– Placed first in class of over 140 senior CS students and selected to present to university advisory board
– Illustrated and animated original artwork, including character designs, sprite sheets, and backgrounds

INVOLVEMENT

University of Kansas – HackKU Hackathon Mentor and Judge   *April 2024, 2025*
University of Kansas School of Law – Law Chess Club   *August 2024 – May 2025*
University of Kansas – Blockchain Institute, Member   *August 2022 – May 2023*
University of Kansas – Women in Computing, Member   *August 2018 – May 2023*

SKILLS/PROFICIENCIES

– **Languages:** C++, Python, SQL, HTML, CSS, Javascript
– **Frameworks:** Unity, React
– **Design Tools:** Figma, Autodesk Maya, Blender, Adobe Photoshop